

The Wizard's Pledge



As a traveller between two worlds

With powers to control Magic

I hereby solemnly swear to abide by

The Three Rules inscribed herein, and

To strive at all times to be worthy

Of the title Wizard.



The Three Rules

- A Wizard shall not tell a lie, nor witness any falsehood.
- A Wizard shall always put on his right shoe before his left.
- A Wizard shall not venture outdoors when storms rage overhead.

Signed:

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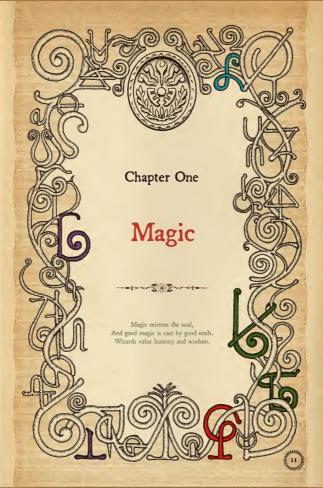
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What is a Wizard?

By opening this book and signing the pledge, you have indicated that you aspire to become a wizard. Before such a process can begin, however, you must first learn more about what becoming a wizard entails.

Magic can only be performed by those who possess the necessary magical ability, Observe your reflection in the stone that's embedded in the cover of this book. If it appears vertically inverted or "upside down," then you possess the inherent ability required to perform magic. Needless to say, it is the least that is expected of wizards who have chosen to sign the pledge.

Wizards perform two main forms of magic: "Spells," which involve the drawing of runes with one's wand, and "Synthesis," which involves the combining of two or more materials to create something quite different. Spells shall be introduced in this chapter, while synthesis shall be discussed in more detail in the next.

A tertiary school of magic, concerning the use of Imagen, will also be touched upon in due course. Bear in mind, however, that the handling of Imagen calls for talents quite different from those required for other types of magic. There are some who are capable of forming Imagen despite not being able to cast a single spell.

Wizards who master spellcraft, synthesis, and the use of Imagen are called sages, Becoming a sage is the highest honor that can be bestowed upon a wizard. It is a lofty goal indeed, but one to which you may aspire if you remain pure of heart, and untiring in your studies and training. Though the path ahead will not be easy, it is one that all who would achieve greatness must tread.

> The Three Pillars of Wizardry 9 Spells 9 Synthesis 9 Imagen

> > Teachings for Aspiring Wizards

The Great Sages

The four Great Sages who inhabit our world are well-known for their mastery of the three pillars of wizardry. They are unparalleled in their ability to cast spells, and are superb Imagen handlers. Less well-known, however, is the fact that there was once one known as the Wizard King whose abilities exceeded them all. Alas, his memory now survives only in ancient texts







Joy and grief, pain and pleasure... One's heart comprises all these things and more. A heart may even contain too much of one and not enough of another. Such a heart becomes unslanned, with grave consequences for its owner. The Locket is a special vessel in which virtues—the elements which make up a heart—can be stored. It is also capable of sensing the presence of people who possess an abundance of a particular virtue, glowing whenever such a person is nearby.

With the proper training, wizards can learn to take some of a virtue from a person who has it in abundance and share it with others who are in need of it. Naturally, a person's heart is not something to be toyed with, and great care must be taken.





- Wirtnes Howl-

There are eight virtues that can be stored in the Locket: Courage, Kindness, Ambition, Faith, Restraint, Motivation, Love, and Confidence. Whilst all of these appear to be wonderful qualities in themselves, an excess of any of them can cause great distress. Too much "Confidence," for example, leads directly to arrogance.

Of course, the lack of a particular virtue is also a problem. Indeed, a serious deficiency of a virtue leads to a person becoming unable to function—a state known as becoming "Hollowed." It is a wizard's duty to extract virtue from those who have it in abundance and share it with those who need it most, so as to restore balance to their hearts.

Be aware that no one has an inexhaustible supply of virtue on which you can draw. Furthermore, only a single morsel of each of the eight virtues can be carried in the Locket at any one time. Once a virtue in the Locket has been shared with a Hollowed person, you must find another person with an abundance of that virtue from whom to draw some more.



person with abundance of one virtue agrees to share some of it.



The virtue is then given to a Hollowed person who lacks it.



The heart's balance is restored, and the Hollowed subject returns to his natural state.

6

The Casting of Spells . Teachings for Aspiring Wizards 3

The Casting of Spells



Having read this far, you should have acquired some idea of what is required of wizards such as yourself. It is therefore time for you to draw your first runes. This is not something to be taken lightly, however. There is a strict sequence that must be followed, and the consequences of breaking said sequence do not bear thinking about. Great care must be taken when learning to draw runes.

Teachings for Aspiring Wizards

The Legendary Wand

"Gladion" is a legendary wand, believed to have once belonged to the one known as the Wizard King, in whose hands it could summon storms and raze mountains. It is claimed that there were once three magic stones set into the wand, but their whereabouts, along with those of the wand itself, have long since passed from human knowledge.



Contrary to popular belief, casting spells does not require the utterance of magic words. Instead a wizard must use his wand to draw runes; arcane symbols from a language which predates even the Astram civilization. Though the language itself is long forgotten, its runes are still being drawn by wizards to this day.

- 6) Hold your wand with both hands when drawing runes. The spell will not work if you fail to adhere to the specified order of strokes, or start drawing the strokes from the wrong position. The black line indicates the first stroke, the red line the second.
- Be aware that knowing the shape of a rune does not necessarily enable you to cast the associated spell. Some spells require a wizard to fulfill certain conditions prior to casting, while others may only be cast using specific



Empty your mind and calm your heart. Put aside all evil thoughts. Visualize the spell you wish to cast.

> Hold your wand upright and, focusing all your energy upon its tip, draw the rune in the air.







Do not release your wand until the spell has been cast. Doing so may cause the rune to be lost in the ether for all eternity.



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An Inventory of Runes



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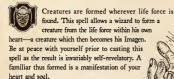
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Summon an Imagen from the depths of your heart.









Step out of one world and into another.

The gateways formed by this spell are the only way to travel between this world and one of the many other worlds in existence. Casting Gate requires you to focus your thoughts upon the world to which you wish to travel. It is also imperative to imagine that you have already left the world in which you cast the spell.





Ease the pain of bumps, cuts, and grazes.

The wizard's path is seldom easy, and you are sure to suffer injuries on your travels or during battle. Should such misfortune befall you, be sure to cast this spell. The key to casting Heal is kindness—its effects are diminished when performed by cold-hearted wizards.





Cure the effects of venoms and toxins.

Nothing perturbs a wizard more than poison, and with good reason: even small amounts have been known to cause untold distress. Should you or your companions be affected in such a manner, be sure to use this magical cure. No matter how deeply the poison has taken hold, there is always hope if you are able to draw this rune.





Restore someone upon the brink of death to health.

When you or your companions have been grievously injured and Heal is not enough, be sure to draw this rune. Heal All will grant a clean bill of health to those who would otherwise be beyond hope. Its power means that it is not easily mastered, however, and it makes great demands on the caster. Nevertheless, this is a spell that no aspiring wizard should be without.

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Use magic to help share a person's virtues.

As previously explained, the heart is made up of virtues, emotions, and various other elements. This spell allows you to take some virtue from a person who has it an abundance, and store it in the Locket. Just be sure to ask for permission before you proceed. Remember: a heart belongs to one person, and one person alone.

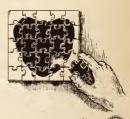






Bring balance to someone's heart by restoring a lost virtue.

This spell allows you to give the virtues shared using Take Heart to people who are in need of them. In that it offers a means to save the Hollowed, this is one of the most important spells a wizard can learn. Needless to say, its use necessitates the utmost care and forethought.





Open doors and chests without a key.

Spring Lock is a spell that forces open otherwise impregnable locks. Be sure to try it when you encounter a locked door or chest. Note, however, that this is not a spell that should be used for personal gain. If rumors are to be believed, terrible things are wont to happen to wizards whose greed leads them to spring locks that should not be sprung.

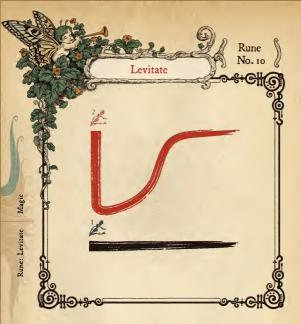
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Traverse continents and oceans in the blink of an eye.

The key to instantaneous transportation is the ability to imagine yourself at your destination. It is not enough merely to picture the scenery—all the senses must be engaged. You have to focus until you can hear the sounds, smell the aromas, and taste the air of the place in question. Naturally, this makes it is impossible for a wizard to use this spell to travel to a location they have never visited.





Float gracefully and glide through the air.

This spell releases a wizard from gravity's clutches, allowing him to float weightlessly through the air. Of course, no human can ever escape the ground permanently, and the time and distance for which one can float are determined by one's magical abilities. Many wizards have forgotten this, often with disastrous consequences.

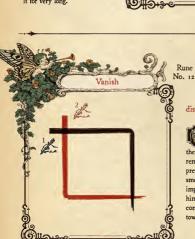


Clone

Create a foolproof doppelganger of yourself.

Rune No. 11

You have no doubt wondered, as many wizards have, how much better life would be if you had another self to use as you saw fit. Master this spell and you need wonder no more. Be aware, however, that manipulating a clone is extremely draining, and that even the most powerful wizards are incapable of doing it for very long.



Become invisible and disappear into the shadows.

Using Vanish renders a wizard invisible to the eye. Furthermore, it also removes every trace of his presence and even conceals his smell, making it utterly impossible for anyone to detect him. Mastering this spell is considered the first step towards wizarding excellence.

29



Uncover troves of hidden treasure.

Use this spell to reveal the locations of nearby treasure chests, the contents of which may well prove useful during your wizardly education. There are certain provisions that can only be found in these chests, and coming across a real rarity is by no means unheard of.

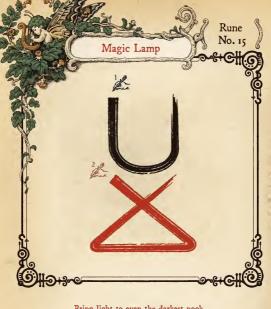
Stay safe by concealing yourself from enemies.

This spell creates a thick fog that conceals the caster's presence from those nearby. There will be times when you have no choice but to hide from your enemies, and at such times this spell will prove indispensable. Just bear in mind that your weil will not hide your blushes should you be so foolish as to actually bump into an enemy.









Bring light to even the darkest nook.

This spell brings a warm glow to the dingiest dungeon crevice. Though it burns for only a short time, the magic lamp shines as brightly as the sun itself. Just be sure not to fall into the same trap as many a foolish wizard before you: the lamp does not overcome the darkness, and it does not protect you from it. The darkness remains. It is something to be feared.



Converse freely with both flora and fauna.

Many are the times when men and women wish that they could converse with the plants and animals which share their lives, Wizards, meanwhile, know that wishing is an inefficient technique, and choose instead to cast Nature's Tongue. It allows you to glean from the living world the kind of information that is quite beyond the reach of the ordinary human.





Wizards are often pressed for time, and cannot wait around for plants to blossom. Should you need to bring a sapling to maturity in the blink of an eye, Bloom Zoom is the spell to cast. Note that accelerating growth in such a manner has a grave effect on the plant's lifespan, and is not to be undertaken lightly.





Perform uncanny impersonations upon demand.

The wizard who casts this spell gains the ability to speak with any voice he desires: a man's, a woman's, a grandparent's even a baby's. It is an extremely useful piece of magic, to be sure, but one famous for causing untold confusion, conflict. and-regrettably-a short war. Be careful when using your newfound vocal talents within earshot of unsuspecting humans.



Make a hasty exit from a perilous situation.

Fleeing in the face of danger is sometimes the wisest—and the bravest—course of action. This spell allows you to do just that, no matter how many walls stand between you and freedom. Note that the sheer intensity of the translocation process makes it unsuitable for long-distance travel. It will, however, reliably extricate you form any cawe, maze, or gingerbread house that you happen to blunder into.







Mark your map with the locations of hidden treasure.

This spell makes it easy for wizards to locate treasure in the vast expanses that lie outside a city's walls. Used in conjunction with Chart Chesis, it ensures that no treasure chest remains hidden for long. Though it is an extremely useful spell, those who reap its benefits are urged to use their newfound riches wisely.





Turn back the clocks and return an object to its former glory.

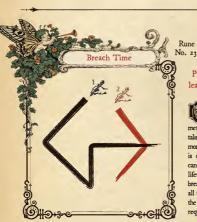
Withered trees and broken machines are no lorger lost causes with this spell, which allows a wizard to return them to their original pristine state. When drawing the rune, be sure to focus on the condition to which you'd like to return the object, not on how far back in time you think you need to go.





While wizards can rely on their cauldron for most necessary provisions, there are some items that even alchemy cannot produce. Should you find yourself in need of one, it is worth giving this spell a try. No item is beyond the reach of a master of fusion.





Pick a point in time and leap across the continuum.

Though fraught with danger, this is the only method by which a wizard may take a leap through time to a moment of their choice. The spell is overwhelmingly powerful, and can only be used once in a wizard's lifetime—once time has been breached, one cannot go back. Of all the spells available to a wizard, the casting of this one in particular requires careful consideration.

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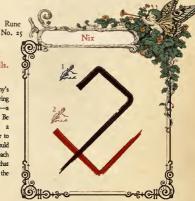


Raise a magical barrier that deflects magical attacks.

Ward is a simple spell, yet the barrier it produces is very effective at blocking magical attacks. If attack is the best form of defense, then perhaps the opposite is also true: the moment after an enemy attack has been successfully deflected is often the best time to launch a devastating counter.

Render a rival wizard incapable of casting spells.

Nix nullifies an enemy's magical power, rendering him unable to cast spells—a warar, however, that such a powerful spell requires its easter to have great magical ability. Should two wizards attempt to Nix each other during battle, it is said that fortune favors the one with the purest heart.





Concoct a range of delicious delicacies.

Magically prepared food has a certain blissful flavor with which dishes cooked in an ordinary oven simply cannot compete. However, it has long been a belief amongst the non-magical that those who regularly eat food prepared in this way will eventually forfeit their soul. The sages agree that it is better to use this spell in moderation.

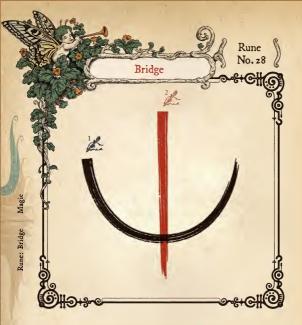




Produce a fresh loaf of bread to ward off hunger.

Hunger is a traveling wizard's greatest enemy. It affects one's physical strength as well as one's mental capacity and decision-making powers—often leading to life-threatening situations. Just remember that this spell is only to be used in times of genuine crisis—not merely when you're feeling pecking.

39



Find a way across even the greatest impasse.

A wizard's progress is frequently obstructed by rivers, gorges, and other such inconveniences. This spell allows you to build a bridge across such obstacles and proceed with your journey. The search for truth must go on, after all.







Sealer Sex Hellion

Communicate with the spirits of the departed.

While there have been several notable cases of departed souls communicating with magically attuned men and women, most spirits lack the ability to talk to the living. With this spell, however, you can speak to any spirit you come across. Simply bear in mind that it is most assuredly not a spell to be used for mischief. The spirit world is full of evil souls that will gleefully punish such wayward wizards.

Rune

une: Seance

1 41 A1



Make stones and statues move like marionettes.

This spell allows you to manipulate any object as if it were a puppet on a string. From moving boulders out of your way to having dolls pull distant levers, its uses are manifold. Note that Puppet Strings may only be used to control inanimate objects. Any attempt to use the spell to dictate the actions of another living being is doomed to fail—and unwizardly besides.

Reveal the hopes and dreams invested in an object.

Objects that have been in a person's possession for a long time are said to be imbused with their owner's thoughts and ideas. Such objects retain these thoughts even after the owner's death, revealing them to wizards who use this spell. Beware that people are worst to entrust their secrets to their possessions—the information you glean should not be treated lightly.







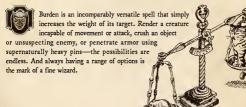
Peek inside a person's mind and listen to the voices within.

There are a variety of reasons why humans decide to close their hearts and conceal their feelings. Should you wish to learn more about such people, this spell may be your only recourse. Mercifully, Open Mind does not wrench open people's hearts. Instead, it brings you closer to them, attunes you to their feelings, and lets you listen to their inner dialogue. Naturally, this can leave you rather in their thrall, so take care not to become entranced by the innermost thoughts of the wrong kind of person.





Add extra heft to a particular object or person.



44 23 33





Trust in fate and hope for the best.

There will be times in your life when nothing seems to work, and the obstacles in front of you seem insurmountable. It is on such occasions-and only on such occasions-that Fortune's Fool could be your savior. Of course, there is no way of knowing what effect it will have-indeed, it could even be harmful-but desperate times call for desperate measures.







Change your look to become a copy of another being.

An extremely powerful spell that allows the caster to adopt all the characteristics of another living thing, from the mannerisms of a wizard to the flying ability of a winged beast. Heading out into the field and studying creatures in their natural habitats will increase the number of alternative forms you can adopt.

Reduce your body to a fraction of its size.

The size of a wizard's body can sometimes limit the options that are available to him. This spell makes the caster small enough to fit into someone's pocket, allowing one to slip in and out of mouseholes, and explore the world of the miniature. Simply drawing the rune again reverses the remember in the presence of cats.



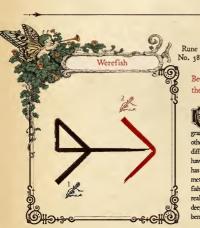




Become a cat and experience life as a feline.

This spell turns you into a cat, allowing you to converse freely with fellow felines everywhere. You could just talk to them using Nature's Tongue, of course, but they are more likely to speak from the heart when conversing with their own kind. In any case, fully immersing yourself in another mode of life is an invaluable experience for any wizard.





Become a fish and discover the joys of the life aquatic.

This spell turns the caster into a fish, and grants the ability to converse with other aquatic creatures. The difficulties of breathing underwater have meant that Nature's Tongue has never been a practicable method of communicating with fish, making this spell your only real option if you wish to gain a deeper understanding of life beneath the water's surface.



Cause a fearsome rain to fall upon your foes.

This spell summons a rainstorm to pound a small, focused area of the battlefield. While the great volume of water produced is powerful in itself, the spell can also be used for practical things such as putting out fires. It has long been believed that the rain also prevents wizards from casting spells. Be sure to bring this to bear on your enemies.







Summon a terrifying tempest that splits the sky in twain.

No wizard should go into battle without first having mastered this spell. Not only does the fearsome power of the storm cause damage to your enemies, but it can also blow them away to a safe distance. Care must be taken, of course, to ensure that no innocent bystanders are caught up in the chaos.





Conjure up a blazing orb of flame.

Fireball blasts an enemy with a magical ball of flame, and is especially damaging to aquatic creatures.

Away from the battlefield it can be used to light lamps, and is useful whenever a spark is required. It goes without saying that all wizards should be careful when dealing with open flames.





Unleash a wave of pure energy upon your enemies.

This spell allows the caster to unleash a powerful shockwave that will flatten anything in its path. Though a weapon first and foremost, Pulse is surprisingly versatile, and can be used to give distant objects a nudge, and for any number of other purposes besides. Note that it is best to calm one's mind before casting this spell. An excess of anger produces an unpleasant recoil effect.





Turn a hot-tempered foe into a block of ice.

Aim this spell at a chosen point and the temperature there will plummet, turning the very air to solid ice. Not only can Frostbite be used to attack enemies in this way, but it can also put out fires and freeze moving objects to the spot. On a related note, sages agree that aspiring wizards should always carry a good supply of water with them, since learning how water responds to charges in temperature is the key to understanding many of the principles of advanced magic.

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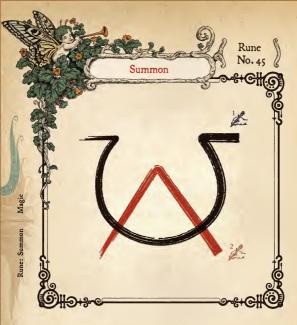
Pierce your enemies with an arrow of radiant, golden light.



This spell, which produces glearning arrows that soar through the air, is known for being especially effective against Nightmares.

Additionally, it is claimed that some ancient sages would fire such arrows into the night sty as a means of communicating with distant companions—further proof that adaptability is the hallmark of a great wizard.





Summon powerful beasts to do your bidding.

Though powerful beings such as guardians cannot be kept as Imagen in the same way as other creatures, this does not mean that their strength cannot be harnessed. This spell enables you to unleash the power of these mighty beasts upon your hapless enemies. Not every wizard is capable of summoning such creatures, of course, and you must prove yourself worthy before you may call upon their aid.



Evenstar

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2			8
			14
	10	15	
			2 16
19			
		4 14	
			20
12	17	13	

Envelop your enemies in the ultimate darkness.

Evenstar is the most powerful of all dark magic spells, and its rune could only ever be drawn by the most powerful of wizards. Channeling the energies of the void, it draws its victims into a grotesque world of pain and fear. There are countless tales of wizards losing their lives attempting to master this spell—a just dessert for coveting a weapon of such cruelty.



Rune No.46



Cast a spell known only to a legend.

It is said that only those in possession of a certain all-surpassing wand are capable of casting this ancient spell. Indeed, only one wizard in history is believed to have performed it successfully. Sadly, the name of that lord amongst sages has long since been lost to the mists of time.







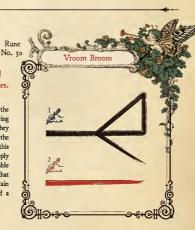
Conjure up an apple that drips with deadly venom.

The apple produced by this spell will kill you when eaten—though it is not the most popular spell, for understandable reasons, but young wizards would still do well to master it. "If you crave life, brave death!" would seem a questionable mantra, but there may yet be some shred of truth in it.

Breathe life into a Cloud Sweeper and take to the skies.

Cloud Sweepers are the latest fad in flying contraptions. Semi-magical, they require a little help to get off the ground—help in the form of this absurdly named spell. Simply knowing this rune won't enable you to fly one, however—that apparently requires a certain amount of innate ability and a great deal of training.







Defy the sacred rules of nature and resurrect the dead.

A forbidden spell. Due to its immense power, it is extremely difficult to cast, and drawing its 'rune is no guarantee of success, even under optimal conditions. Though it is indeed capable of bringing the dead back to life, the act comes at a terrible price to the caster. You simply have no idea what you could fore should you attempt to cast this spell.



Magic

Teachings for Aspiring Wizards



Martin's Missions is a venerable establishment that provides employment for adventurers in the form of tasks. Some of these tasks are errands for people in need, and these often carry a reward. While there are tasks that can be undertaken anywhere in the world, Martin's Missions is the only place you can volunteer for "bounty hunts." Be aware, however, that bounty hunts should only be attempted by those with great confidence in their ability on the field of battle.

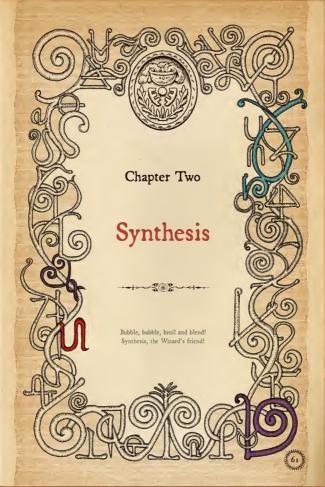
The large martin bird above the door makes Martin's Missions a readily recognizable presence in most towns, so be sure to drop in should you see one. Completing the tasks they offer is an excellent way of accelerating your development as a wizard.

Hero Stamp Cards }

Regular patrons of Martin's Missions receive a special loyalty card known as a "hero stamp card." Completing tasks yields hero stamps, and filling hero stamp cards can be exchanged for Hero Licenses, which furnish their owner with special abilities.

The origin of these cards is shrouded in mystery, but one theory suggests they were invented by the king of a magical kingdom, in an attempt to promote heroism and chivalry within his lands. There are even rumors that this king was a distant ancestor of the men named Martin who run branches of Martin's Missions to this day.





Q

What is Synthesis?

Synthesis, or alchemy, is one of the main pillars of wizardry. To the uninitiated, it appears to involve nothing more than the mixing of ingredients in a pot. To the aspiring wizard, however, it is an art unrivalled in its depth and complexity. With the necessary knowledge and materials, a wizard can create items blessed with near boundless magical power.

Alchemy can provide you with more than just simple provisions-it can be used to conjure up great swords, shields, and even objects unknown to this world. There are, after all, an infinite numberof possible formulae. Note also that true masters take great pride in devising their own formulae-something any aspiring young wizard would do well to attempt.



Cauldrons and Genies

No alchemy can take place without a cauldron, Cauldrons can only be opened by wizards, and may only be used for alchemical purposes. Be sure to treat your cauldron with the respect it deserves.

Every cauldron has its own resident genie, and it is the genie who decides whether or not a wizard is worthy of owning that cauldron.

Should you happen upon a curious pot, be sure to take a look inside-it may well be a cauldron left over from the Age of Sages. If you have difficulty removing the lid, try saying the magic words.

> The Magic Words Open Sesame







Using your Cauldron

Once you have acquired a cauldron, it will be time for you to take your first tentative steps into the realm of alchemy. Though you will no doubt be eager to create your own formulae, it is better to stick to a proven combination at first. Just remember that some formulae are more demanding than others, with some requiring ingredients that only grow in far-flung corners of the world.

Note that making tiny adjustments to formulae can produce wildly different results, and experimenting in this manner offers a glimpse at the incredible depth that the world of alchemy can provide. The image below is around one hundred and fifty years old and shows a group of wizards attempting to create a rain potion. It is said that the cauldron was stirred for thirteen full days before the potion was finally produced.

Some claim that there are no limits to what can be created using alchemy, asserting that-with a sufficiently large cauldron-any wizard can create a castle or palace for themselves. Please note, however, that these claims are unproven at the time of going to print.



Select a formula.

Prepare the materials as specified in the formula. Make sure that none of the materials have perished or dried out.

Carefully following the steps listed in the formula, place the materials into the cauldron and begin stirring-widdershins, of course. It is vital, at this stage, to visualize the object that you are trying to create.



Sword of Storms	p8	
Materials: 9 Iron Saber		

9 Mist Flower	
9 Hungry-Wolf Fang	

Bandit's Blade	P79
Materials: 9 Bone Swore	d1
9 Power Ston	ie1



Master Sword

Materials: 9 Gear Sword	1
9 Ponente Saber	1
9 Cool Rock	2

p80

p83

...1 ...1



Dark Blade	
Materials: 9 Black	Blade
9 Devil	Fang

p81

Obsidian Knife	p82
Materials: 9 Stone Knife	1
9 Obsidian	1
9 Power Stone	1



Death	Edge		
Materials	: 9 End	of the	

erials:	PEnd	of the	Koad
	9 Black	k Steel	
	0 0 111		

Sonic Edge	р8	
Materials: 9 Death Edge		
9 Ice Edge		
Wings of Darkness		

Synthesis Recipes Synthesis

Stones



Blessing Stone	p85	
Materials: 9 Soldier's Step	1	
9 Ancient Leaf	1	
9Mystery Elixir	1	

Soldier's Step	p85
Materials: 9 Heart Stone	1
9 Snowflake	1
9 Faith Flower	1



Tactician's Step	p86
Materials: 9 Soldier's Step	1
Memory Moustache	1
9 Saint's Eye	1
	••••

Fairy Stone	p8
Materials: 9 Ancient Keystone]
9 Saint's Eye	
9 Jade Sphere	

Aurora Fossil	p86
Materials: 9 Aura Stone	1
© Rainbow Stone	1

Axes	and	Hammers

Gear Slash	p88
Materials: 9 Gear Axe	1
9 Heavy Bell	1
9 Iron Gear	1

Heavy Hammer	p87
Materials: 9 Wooden Hammer	1
9 Power Stone	2

Fierce Broad-Axe	p89
Materials: 9 Gear Slash	1
9 Seeds of Discord	1





Synthesis Recipes Synthesis

Spears

Freezing Spear	p90
Materials: 9 Tapered Spear	1
9 Splash Stone	1

Lightning Spear

	<u> </u>	
Materials	s: 9 Freezing Spear	1
	Storm Seeds	2

eezing Spear poo

Poison Spear	16d
Materials: 9 Warrior's Spear	1
9 Poison Claws	1
Poison Arrow	5

Freezing Spear	p90
Materials: 9 Tapered Spear	1
Splash Stone	1

Prism Lance	p91
Materials: 9 Crystal Spear	1
9 Iron Diamond	1



Demon Fang	P93
Materials: 9 Poison Claws	1
9 Ice Flower	1
Twinkling Morel	1



Dragon rang	P93
Materials: 9 Piercing Fang	1
9 Spray Flower	1
9 Snowflake	2

Claws

Ghostly Claws	P95
Materials: 9 Poison Claws	1
Twinkling Morel Down Flower	2



Frozen Claws	p96
Materials: 9 Tail Claws	1
9 Ice Flower	1
9 Snowflake	1



Poison Claws	P9
Materials: 9 Wooden Claws	
Twinkling Morel	1



Magic Dragon Claws	p96
Materials: 9 Silver Claws	1
9 Wings of Darkness	1
9 White Pipe	1

Armor

Blue Plate	P97
Materials: 9 Hard Leather	1
9 Obsidian	1
9 Blue Bark	1



Skeleton Mail	p98
Materials: 9 Hard Leather	1
9 Faith Flower	1
9 Sturdy Bone	5



Heavy Armor	p98
Materials: 9 Blue Plate	1
9 Heavy Bell	1
9 Obsidian	2

Strong Armor	p98
Materials: 9 Skeleton Mail	1
9 Dandy's Pipe	1
9 Heavy Bell	1

Gowns and Robes

9 Ancient Keystone

...1





Combat Uniform	bioi
Materials: 9 White Uniform	1
9 Ancient Leaf	1
9 Power Stone	2



Fairy Robes	p102
Materials: 9 Perish Gown 9 Ancient Keystone	1
9 Jade Sphere	1

Misty 1	Robes	 	pioi
Materials:	9 Water 9 Spray	Robes	1

Poseidon's Robe	
Materials: 9 Water Spider Robes	1
9 Saint's Eye	1
9 Faith Flower	2

Shields

Reflective Shield		p104
Materials:	9 Scale Shield	1
	Down Flower	1
	Mist Flower	2



Scale Shield	p103
Materials: 9 Leather Shield	1
9 Rigid Scale	2
Splash Stone	1



Frozen Shield	p104
Materials: 9 Obsidian Shield	1
© Ice Flower	1



Shield of Bravery	p104
Materials: 9 Steel Shield 1	1
Dandy's Pipe I	1



Magical Shield	prog
Materials: 9 Ice Shield	1
9 Iron Diamond	1
9 Memory Moustache	1



Fairy Shield	p105
Materials: 9 Frozen Shield	1
9 Fairy Stone	1





Dragon Mask	p107
Materials: 9 Scale Shield	1
9 Freshwater Horn	1
@Smooth Leather	2

•	Beastly Mask	p106
	Materials: 9 Bone Mask	1
	9 Smooth Leather	2



Helmet of Bravery	p107
Materials: 9 Iron Helmet	1
9 Dandy's Pipe	1



Phoenix Mask	p106
Materials: 9 Dragon Mask	1
9 Dragon Fossil	1
9 Phoenix Feather	1







Demon Scale	p110
Materials: 9 Ruby Carapace	1
9 Seeds of Discord	1

Cloaks



...1

...1

9 Ancient Leaf

9 Jade Sphere



Cloak of Bravery	p112
Materials: 9 Stripy Cloak	1
9 Dandy's Pipe	1



Cloak of Darkness	p112
Materials: 9 Ephemeral Cloak	1
9 White Pipe	1



Gale C	loak	p113
Materials:	9 Aurora Cloak	1
	@ Wines of Darliness	- 1



	-
Blooming Bracelet	p113
Materials: 9 Thorny Bracelet	1
9 Storm Seeds	1

Gear Bracelet	p114
Materials: 9 Blooming Bracelet	1
9 Iron Gear	1
Drill Screw	1

Bracelet of Willpower	p114
Materials: 9 Mysterious Bracelet 9 Saint's Eye	1

Shining Badge	p119
Materials: 9 Badge of Courage	1
9 Iron Diamond	1



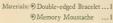


Brooch of Power	p116
Materials: 9 Drill Screw	1
9 Power Stone	3
9 Flame Prism	2

Swordsman's Brooch	р116
Materials: 9 Brooch of Power	1
9 Iron Diamond	1
9 Dragon Fossil	1

Charmed Brooch	p116
Materials: 9 Drill Screw	1
9 Power Stone	3
Wildflower	2

Seal of Revenge p116





p117
1
1
1

Perseverance Emblem	p117
Materials: 9 Sparkly Emblem	1
Peppy Syrup	1

Effort Emblem	p117
Materials: 9 Tough Scale	1
9 Sturdy Bone	1
9 Poison Bloom	1



9 Iron Diamond



Meditation Ring	p199
Materials: 9 Charm Stone	1
9 Blue Bark	1



Sky Necklace	p120
Materials: 9 Sun Necklace	1
9 Water Necklace	1
9 Rainbow Stone	1



Drain Coin	p120
Materials: 9 Life Eater	1
Black Steel	1

Sunflower Ring	p119
Materials: 9 Sunbeam Ring	1
9 Faith Flower	2
9 Mist Flower	2

Discerning Glasses	p122
Materials: 9 Getaway Glasses	1
9 White Pipe	1
9 Meteorite	1



Revive Frog	p120
Materials: 9 White Pipe 9 Phoenix Feather	1

Prophecy Mirror	
Materials: 9 Old Mirror	1
9 Dragon Yawn	1
9 Sunrise Fragment	1

	p90
Materials: 9 Fluffy Bread	2
9 Tender Beef	1

+ TASOS LA SESTA C - SESTA FANASSESTA



Hearty Burger	p91
Materials: 9 Juicy Sandwich	1
9 Sausage	1
9 Boiled Egg	1

Vake-Up Cappuccino	p12
laterials: 9 Wide-Awake Coffee	2
Thick Milk	3

Wide-Awake Coffee	p91
Materials: 9 Refreshing Coffee	3

Herbal Extract	p126
Materials: 9 Sacred Healing Water	1
9 Ancient Leaf	1



Holy Springwater	p126
Materials: 9 Sacred Healing Water	1
Panacea	2

Peppy Syrup	P93
Materials: 9 Bumbler Honey	1
9 Morel Forest Water	1
9 Smelling Salts	1



Mystery Elixir	p127
Materials: 9 Sage's Secret	1
9 Holy Springwater	1
9 Herbal Extract	1

Magicine	p127
Materials: 9 Holy Springwater	1
Wake-Up Cappuccino	1
9 Songstress' Secret	1

Goddess Tears	p128
Materials: 9 Phoenix Feather	1
9 Herbal Extract	1

Charming Tonic

Materials: 9 Charming Grass	1
9 Goddess Tears	1
9 Dragon's Sneeze	1



Grilled Fish	p132
Materials: 9 Shocked Fish	3
9 Swiss Cheese	1
9 Perfect Egg	1

Juicy Hamburger	p132
Materials: 9 Tender Beef 9 Perfect Egg	2



Chocolate Parfait	p134
Materials: 9 Chocolate	1
9 Yogurt Parfait	1
9 Berry	1



Creamy Caramel	p134
Materials: 9 Caramel	1
Thick Milk	1

Synthesis Recipes Synthesis





Equipping Your Imagen

Ingestion of Equipment

Imagen do not use equipment in the same way humans do-they do not wield our weapons, wear our armor, or sport our jewelry. Instead they swallow such items whole, absorbing their power and enhancing their own natural abilities. Ingesting a sword, for example, will improve an Imagen's offensive capabilities, while ingesting a shield will boost their defense.

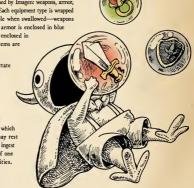
Lest you wonder, Imagen enclose equipment in transparent bubbles prior to ingesting it, thereby keeping their innards safe, and the items clean and ready for retrieval at a moment's notice. Rest assured that Imagen have no qualms about ingesting an item that has already been swallowed by another creature.

-t∞+X Types and Tastes St-∞1

Four types of equipment are used by Imagen: weapons, armor, accessories and special items. Each equipment type is wrapped in a differently colored bubble when swallowed-weapons are enclosed in red bubbles, armor is enclosed in blue bubbles, and accessories are enclosed in green bubbles, and special items are enclosed in black bubbles.

An Imagen's tastes will dictate which equipment they use, and they will stubbornly refuse to swallow items that are not to their liking.

There is no cause to worry, however, Since Imagen will only tolerate equipment with which they are comfortable, you may rest assured that anything they do ingest will have a positive effect of one sort or another on their abilities.









Swords and **Daggers**

These basic weapons rely on sharp blades to slice through enemies' defenses.

Wooden Sword

A simple weapon made from wood. Not suitable for cutting, so use it for hitting.



Source:

9 Catnap Blackbird Blacksmith

Soldier's Sword

An ordinary and practical sword that's sold in Catnap Kingdom.



Source:

(9) Catnap Blackbird Blacksmith

Bone Sword

A sword scraped together from monster bones. It never rusts!



Source: Oroboros

Iron Saber

A sharp saber distributed amongst the Babanacian Royal Guard.



Babanacia Blackbird Blacksmith

Bandit's Blade

A terrible blade used by bandits.



Source:

9 Bikini Bay Vendor

Flame Sword

When this magical sword is swung, jets of flame spurt out so be careful not to get burnt!



Source:

Bright Sword

A beautiful sword that always shines brilliantly.



Casino Prize



Swords and Daggers



Source: 9 Synthesis

Gear Sword

A large sword fashioned from gears joined together.



Source: 9 Synthesis

Bravery Sword

An ancient and sacred sword. Whosoever wields it will be filled with immense and unstoppable bravery.



Source:

9 Boarg Blackbird Blacksmith

Black Blade

A black, cursed sword that shrouds its owner in darkness.



Source: 9 Synthesis

Master Sword

A general's sword from another land. If you wield it, your opponent will tremble with fear.



Source: Synthesis

Ponente Saber

A magical saber that increases wind attack power through a powerful rune carved into the blade.



Source: 9 Jungle Vendor

Warrior's Sword

A remarkably heavy sword that's said to have been used by a famous warrior.



Source: 9 Spinion

Purgatory Blade

A magical blade clad in fire that burns everything it touches.



Source: @ Rekka Vendor 9 Synthesis





Ancient Sword

It's been said that this rusty sword was used during a war in the distant past.



Source:

9 Grimpaler

O Corpse Lake Treasure Chest

Medieval Sword

A holy sword that cuts everything to pieces. This beautiful sword can't be sullied in battle.



Babanacia Treasure Chest

Bright Blade

It is said that if wielded by a pure-hearted soul, this sword will unleash its true radiant power.



9 Synthesis

Nebula Sword

Said to be forged from ore fallen from the sky, this sword glitters like the stars.



Source:

Synthesis

Stargazer

A legendary blade said to have been forged by a swordsmith living in the Milky Way galaxy.



Source:

Synthesis

Godfreer

A holy sword said to be able to locate and destroy ancient gods.



Source:

Synthesis

Gutting Knife

A knife that can also easily cut up vegetables.



Source:

Babanacia Treasure Chest
 Synthesis



Stone Knife

A knife made from stone long ago, though it has little power.



Source:

Sore Boar

Wolgur

Curved Knife

This knife's unique curved blade has a high sharpness.



Source:

© Babanacia Blackbird Blacksmith

Obsidian Knife

A knife crafted from hard, black stone.



Source:

Bikini Bay Vendor

Synthesis

82 25

This sacred knife is used in important rituals, like weddings and festivals.



Source:

 Bikini Bay Vendor

Scarab Knife

Thanks to this knife's solar divine protection, you will occasionally be able to move faster than your opponent.



Source:

© Casino Prize

End of the Road

A knife that excels at hitting the vital spots of enemies.



Source:

9 Clinketyclank

9 Ghost Valley Treasure Chest

Jade Knife

A beautiful deep green knife made from jade.



Source:

9 Synthesis



Source: 9 Jungle Vendor

Wild Dagger

A simple dagger crafted out of a wild animal's claw. It looks quite formidable in battle.



Source:

Rekka Vendor

Glacier Grotto Vendor

Ice Edge

A blade made of ice that will never melt or become dull.



@ Eisburg Vendor

Death Edge

A magic knife with a knack for landing blows to vital areas.



Source:

9 Corpse Lake Treasure Chest

Sonic Edge

A blade that moves at the speed of sound to cut opponents to pieces.



Source:

Rekka Vendor

9 Glacier Grotto Vendor

Shine Edge

A shining light emanates from this blade. It was forged by an ancient mage.



Source: 9 Unknown

Photon Edge

A beam sword able to cut anything in its path, with its overwhelming mass.



Source: 9 Synthesis





Stones and Horns

Often found in nature, and very useful for Synthesis.

Charm Stone

A stone that will protect the user even more than prayer.



Source:

Catnap Blackbird Blacksmith
 Catnap Sewers Treasure Chest

Heart Stone

The bearer of this stone will gain a spirit boost.



.....

Babanacia Blackbird Blacksmith

Twisted Horn

An unusually large, spiral horn.



Source:

Rhinosaur



Tuning Horn

An animal horn that can split things in front of it into two parts.



Source:

Shrimpaler

Poison Horn

A terrifying horn that will inflict poison.



Source:

Catnap Blackbird Blacksmith
 Catnap Sewers Treasure Chest

Hope Stone

A strange stone that will increase the wearer's courage.



Source:

Casino Prize

Healing Stone

A stone that emits a soft glow and boosts the wearer's healing powers.



Source:

9 Jungle Vendor

Soldier's Step

A stone in the shape of a soldier's footprint, as found in a battlefield.



Source:

- 9 Catnap Blackbird Blacksmith 6) Catnap Sewers Treasure Chest

Freshwater Horn

An ancient dragon horn used for carrying fresh water throughout the years.



Source:

- Jungle Vendor
- 9 Ghost Valley Treasure Chest

Aura Stone

A stone that increases magical abilities. Always reflects a perfect rainbow.



Source:

1 Jungle Vendor

Good Dragon's Horn

A dragon fossil that, when held to the ears, allows the owner to hear the true sound of the wind.



Source:

9 Jungle Vendor

Blessing Stone

Whosoever carries this stone will be blessed by the goddess herself. Increases magical abilities.



Source:

9 Synthesis

Slumber Stone

A strangely shaped horn. Anyone that sees the pattern of color on the horn will fall asleep.



Source:

- Rekka Vendor
- Glacier Grotto Treasure Chest

Fossilized Flame

A fossilized flame that continues to burn even when immersed in water. Strength increases in response to the heat.



- Source
- Rekka Vendor
- ⁶ Coconanda Treasure Chest

Dew Horn

An odd horn that causes an icy cold chill to afflict the enemy, even better than if the wearer was barehanded.



Source:

Sasquash



Tactician's Step

A fossilized footprint of a tactician who always emerged from battle victorious. Gives the wearer a brain boost.



Source:

Synthesis

Fairy Stone

A white light surrounds this unique stone.



Source:

9 Rekka Vendor
9 Synthesis

Aurora Fossil

The surface of this beautiful stone reflects a changing rainbow of color depending on the angle you look at it from.



Source:

Synthesis

Starcradle

A half-fossilized precious crystal.



Source:

Synthesis



Star Memories

A piece of amber with small pieces of plants and insects contained within it.



Source:

Treasure Chest

Spirit Stone

A secret stone containing the accumulated strength of many spirits.



Source:

Synthesis

Divine Horn

The horn from a divine beast that gives the bearer a strength and wisdom boost.



Source:

Synthesis





Axes and Hammers

Though generally very heavy, these are some of the most powerful weapons available to a wizard.

Single-Edge Axe

An axe designed for wood-splitting that also performs exceedingly well on the battlefield.



Source:

9 Catnap Blackbird Blacksmith

Wooden Hammer

A sturdy and easy-to-use hammer made from a hardwood tree.



Source:

Alpaca

Iron Axe

A heavy and lavishly made iron axe. Don't be rash, or it will chip!



Source:

Bikini Vendor

Mount Dekarock Treasure Chest

Heavy Hammer

An incredibly heavy hammer that most ordinary people can't even pick up, let alone swing.



Source:

Bikini Bay VendorSynthesis

Ogre Axe

An unusually large axe rumored to have once belonged to an ogre.



Source:

Casino Prize

Soldier's Axe

A favorite of Boarg soldiers, the design was revised many times resulting in a lightweight but devastating weapon.



Source:

Boarg Blackbird Blacksmith

Gear Axe

An axe that resembles a gear tooth. A sharp slicer!



Source:

Jungle VendorGhost Valley Treasure Chest





Source:

Synthesis

Green Axe

A favored tool belonging to a famous lumberjack who would cut down trees but always plant new ones in their place.



Source:

• Jungle Vendor

Mega Crusher

In an effort to impart incredible strength ease of use was thrown out in favor of the size and weight of this hammer.



Source:

Synthesis

7008662XAGAXX +

Holy Knight's Mallet

A mallet forged in remembrance of a knight who always protected his friends.



ource:

9 Jungle Vendor

Gear Slash

A long tooth from a gear that excels at both slicing and stabbing.



Source:

Synthesis

Glacial Mallet

The tip of this giant chunck of ice has not melted in the many years since this was fashioned.



Source:

© Eisburg Vendor

Hammer of Confusion

A hammer whose insanely loud smashing sound will make your opponent's eyes roll around in their heads.



Source:

© Ex-girlfiend

Great Axe

A gigantic two-handed axe that appears simple on the surface, but packs an incredible strength.



Source:

Rekka Vendor



A legendary broad-axe rumored to be able to take out hundreds of foes in just one swing. Historically used by nobles.



- 9 Castle Arcano Treasure Chest
- 6) Synthesis



A hammer formed through geological processes. A stat booster.



Baddy-Daddy

Meteor Hammer

A tremendously destructive giant hammer. So heavy it rarely is able to accurately hit the target.



Source: 9 Synthesis

Demon Broad-Axe

An axe used by a demon to send large numbers of heroes to early graves.



Source:

Synthesis

Ares' Broad-Axe

A golden axe used by the God of War to split the heavens in two.



Source:

9 Synthesis



Spears

Long-handled weapons with sharp heads for piercing enemy defenses. In skilled hands, they can be deadly.

Tapered Spear

A spear made from a very hard wood. Can also be used as a clothesline.



- 9 Catnap Blackbird Blacksmith 9 Catnap Sewers Treasure Chest
- Stone Spear

A spear made with a sharp but brittle stone. Handle with



Source:

Jabber



Iron Spear

A spear made from iron, but prone to rust spots.

Source

- Babanacia Blackbird Blacksmith
- Nieruda Desert Treasure Chest

Soldier's Spear

A spear used by soldiers in Babanacia with a decorative cow carving.

OUTGO!

Babanacia Blackbird Blacksmith

Freezing Spear

A shining white spear blessed with a snow goddess' protection.

Source:

- Mount Dekarock Treasure Chest
- 9 Synthesis

Lightning Spear

With one good thrust, this spear unleashes a fierce bolt of lightning.

Source:

Synthesis

Wind Spear

The pattern on the blade causes strong gusts of wind to fly from the spear's tip.



Source:

9 Boarg Blackbird Blacksmith

Warrior's Spear

A spear whose movements are faster than the eye can see. Not for novice users.



Source:

- Eisburg Vendor
- Dragon's Den Treasure Chest

Yggdrasil Spear

A spear made from a giant tree. A strange sense of protection in battle is felt.

Source:

- Jungle VendorSpike Tyke
- Valiant Spear

A spear used by royal guards from a long-dead kingdom. An extravagant design. il.

Source:

Synthesis



Source:

Synthesis

Crystal Spear

A breathtaking spear made of a pure, strong, and shining crystal.

Source:

Rekka Vendor
 Coconada Treasure Chest

Veteran Spear

An infallible and legendary spear used by a famed fighter.

Source:

Rekka Vendor

Glorious Lance

The bearer of this lance will never falter and always triumph in battle.

Source:

Neolith

Prism Lance

A lance made from a prism that reflects light into the eyes of the enemy.

Source:

Synthesis

Phantom Spear

A terrifying weapon that will alter the consciousness of anyone who uses it.

ource:

Castle Arcano Treasure Chest

Synthesis

Jewel Lance

A lance designed to show the world as it truly is. Made from a precious jewel.

Source:

Synthesis

Blue Gunto

Clears the battlefield with just one swing. A legendary warrior once favored this.

Sources

Synthesis

Equipmen

Spears







Fangs

Decorative items whose natural sharpness can intimidate one's foes.

Large Fang

A giant sharpened tooth fashioned into a weapon.



Source:

Catnap Blackbird Blacksmith
 Inphant

Poison Fang

A fang that has been wiped down with poison for more bite in battle.



Source:

Mish

Hungry-Wolf Fang

A sharp knife was used to remove this fang from a hungry wolf.



Source:

© Ruffian

92 33

Mind Eater

A white fang that will destroy the mind of anyone injured by it.



Source:

© Casino Prize

Life Eater

A dark fang that feasts upon the very essence of life.



Source:

9 Tin-Man
9 Synthesis

Piercing Fang

A fang specifically designed to pierce armor, Very pointy,



Source:

© Zombo

Killer Fang

Just one bite from this fang will result in death for most foes.



Source:

© Big Bopper



Source:

Synthesis

Soul Eater

A fang capable of consuming the very soul of an enemy.



Source:

Eisburg Vendor

Nachelnacht Ruins Treasure Chest

Devil Fang

A tooth pulled from an unlucky demon. Few are able to wield it.



Source:

Shubbel

Ice Fang

A fang formed from ice and cold. A tough white weapon.



Source:

© Eisburg Vendor

Imbrued Fang

The fang of a fiery magical beast with veins of red hot fire.



Source:

Gigadactyl

Dragon King Fang

Found alongside a giant corpse in the mountains. A massive fang.



Source:

Rekka Vendor

Beast King Fang

A fang of incomparable length and size. Can subdue almost any foe.



Source:

Triumphant

Demon Fang

A cursed red fang that surrounds its owner with poison and peril.



Source:

O Corpse Lake Treasure ChestO Synthesis

Divine Beast Fang

Said to be from a god-like beast, and often used as a religious treasure.



Source:

Treasure Chest

Magical Dragon Fang

The fang from a dragon that lived in a poisonous swamp. Inflicts a potent poison.



Source:

Synthesis

Sacred Beast Fang

A shining star in the darkness that is rumored to be from a sacred beast.



Source:

Treasure Chest





Claws

Savage weapons crafted from a variety of common alchemical ingredients, such as talons and bones.

Magic Beast Claws

Twisted claws great for slicing and dicing.



Source:

Bikini Bay Vendor
 Mount Dekarock Treasure Chest

Skull Claws

Claws made from the sturdy bones of a fearsome beast.



Source:

Airhead

Wooden Claws

Claws made of wood. Every so often they will sprout a leaf bud.



Source:

Bikini Bay Vendor





Source:

© Casino Prize

Tail Claws

These are special claws designed to look like a tail.



Source:

 Bighorn

Steel Claws

The military made these steel claws for fighting formidable beasts



Source:

Boarg Blackbird Blacksmith

Poison Claws

These badass claws will leave poison in any wound they open.



Source:

Mohawk
Synthesis

Behemoth Claws

Even weaklings will be able to lay down some smack with these.



Source:

Dubber Club

-) Lubber Club

Alloy Claws

The metal alloy claws are stronger than iron. These are worn like gloves.



Source:

• Jungle Vendor

Ghostly Claws

Stolen from an evil spirit, these black claws pack a real punch in a fight.



Source:

Synthesis

Windy Claws

These light, airy claws whip up a whirlwind to help take down foes.



Source:

9 Rekka Vendor

9 Coconanda Treasure Chest

25 J



Source:

© Ice Oueen

Frozen Claws

These frozen claws contain the power of a snow spirit.



Source:

Synthesis

Silver Claws

Legendary silver claws from a legendary wolf with a silver coat.



Source:

9 Silver Wolgur

Crystal Claws

Polishing these mysterious claws results in a brilliant sparkle.



Source:

© Rekka Vendor

96 2000

The Beast King was feared by all of his subjects. These are his claws.



Source:

Phantasma

Magic Dragon Claws

Claws from an evil magical dragon that was infamous for causing misfortune.



Source:

Synthesis

Cat King Claws

Made from the claws of an ancient ruler of Catnap Kingdom, Very rare,



Source:

© Catnap Blackbird Blacksmith

Dragon God Claws

An ageless dragon god gave these to his followers. A precious treasure.



Source:

Synthesis



Source:

Treasure Chest



Armor

Providing protection for the whole body, a sturdy suit of armor can prove invaluable in battle.

Leather Armor

Cheap and warm armor made from an animal hide.



Source:

Catnap Blackbird Blacksmith

Iron Breastplate

Cheap iron armor that only protects part of the body.



Source:

Bikini Bay Vendor

Hard Leather

Hardened leather made from a large beast that slightly improves strength.



Source

Rabanacia Blackbird Blacksmith

Blue Plate

Platemail made by firing hard leather at a high temperature.



Source:

Synthesis

Enchanted Armor

Armor that has been enchanted to resist being cursed.



Source:

Synthesis

Splendid Armor

Beautifully detailed decorations cover this gold armor.



nurce:

Casino Prize

25 97)



6) Boarg Blackbird Blacksmith

Scale Armor

Strong, and designed not to slow down the wearer when making attacks.



Source: 9 Synthesis

Skeleton Mail

Effective mail made from the exceedingly hard bones of beasts.



Source: Synthesis

Zephyr Armor

Grants the divine protection of a wind spirit to the wearer.



Source: 9 Jungle Vendor

Heavy Armor

Sturdy armor made from heavy iron. The weight makes it difficult to move freely.



Synthesis

Armor of Bravery

Said to have once been worn by a gallant and brave hero in days long forgotten.



Synthesis + ଝାଉ୪୭ଡମେମ୍ବେନ୍ଥର୍ଣ୍

Strong Armor

Adds great defensive strength and enables the wearer to survive strong attacks.



9 Synthesis

Flame Armor

Armor designed to be used to fight fire dragons by preventing burns.



Source:

9 Synthesis



Steel Armor

Forged with a unique process that increases strength significantly.



Source:

© Eisburg Vendor

Magical Armor

Decorated with magical gems that imbue the armor with their powers.



Source:

Rekka Vendor

Knight's Armor

Knight's armor that can take a real beating. The beautiful engravings make it for ceremonial wear, too.



Source:

Steam-Man
 Corpse Lake Treasure Chest

Armor of Darkness

Armor darker than the depths of night. Weak foes will drown in the deep dark color.



Source:

Treasure Chest
Synthesis

Mysterious Armor

A brilliant white armor made from a fossil that makes the wearer appear as a phantom.



Source:

Synthesis

Emperor's Armor

A replica with abilities equal to the original armor made for past Boarg Emperors.



Source:

9 Boarg Blackbird Blacksmith

Heroic Armor

Armor used by a hero of legend. Won't get damaged regardless of how badly you treat it.



Source:

Synthesis

Blue Gunto

More remarkable than the performance of this armor is the brilliant shine of the polished surface.



Source:

Synthesis



Celestial Armor

Made to resemble a star twinkling in the night, this armor glitters with the majesty of the heavens.



Source:

Synthesis

Ares' Armor

Top of the line armor made by the god of war to repel any attack.



Source:

Synthesis



Gowns and Robes

Sundry outfits, ranging from simple travel garments to robes imbued with great magical power.

Rustic Garb

Ordinary everyday clothes made out of simple cotton cloth.



Source:

© Catnap Blackbird Blacksmith



Light and easy to move in, these merchant clothes will gift you with a strong voice to sell your wares.



Source:

Babanacia Blackbird Blacksmith

6 Shockling

Dewy Robes

Robes that were once worn by all apprentice wizards a long, long time ago.



Source:

Nieruda Desert Treasure Chest
 Synthesis

Linen Clothes

Smooth, clean linen that shines in the sun to blind your enemies. A showy



Source

Babanacia Blackbird Blacksmith

Fire Robes

These robes were designed to help the wearer survive the intense heat while crossing the desert.



Source:

Mount Dekarock Treasure Chest
 Synthesis



Source:

9 Jungle Vendor

Extravagant Clothes

These extravagant clothes were once worn by proud aristocrats.



Treasure Chest

Windy Robes

A windbreaker that still manages to be light and easy to wear.



Source: 6) Electrixx

Combat Uniform

Easy to move in, and often worn by men charged with tracking down others.



Source: Synthesis

Water Spider Robes

These water spider robes were made in Bikini Bay to prevent drowning. Repels water.



Source: Synthesis

Gorgeous Clothes

Inlaid with various gemstones. A very showy outfit.



Source: Casino Prize

White Uniform

Your spirit will become stronger while wearing this soldier's training uniform. Easy to move in.



Source: 9 Boarg Blackbird Blacksmith

Misty Robes

Your enemies will lose sight of you in the mists when you try to escape with these robes on.



Source: Bougie

9 Synthesis



Iron Sand Robes

Solidly made robes woven from the strongest iron sand threads.



Source:

9 Big Daddy

Fur Coat

A very warm fur coat with the ability to repel water.



Source:

© Eisburg Vendor

Poseidon's Robe

A robe so thin it almost looks like a veil made of thin, flowing water.



Source:

Synthesis

Perish Gown

An ominous appearance means wearing this gown will keep people afraid of curses at a distance.





Fairy Robes

A pale, fleeting light emanates from these lovely green robes.



Source:

© Castle Arcano Treasure Chest
© Synthesis

Radiant Clothes

Wearing these radiant and glowing clothes will give you great comfort and a healing effect.



Source:

Synthesis

Rainbow Robes

These robes are made of a cloth woven from threads in the colors of the rainbow.



Source:

Synthesis

Wizard's Vestment

Stories from long ago tell us that this special garment grants the user wishes and creates miracles.



Source:

© Unknown





Source:

O Unknown



Shields

A warrior's first line of defense, carried in the hand and used to deflect enemy blows.

Wooden Shield

A very simple shield made of wood.



Source:

Catnap Blackbird Blacksmith
 Basiluna Plains Treasure Chest

Bone Shield

A shield made out of a collection of different animal bones.



Source:

Awesprout

Leather Shield

A leather-wrapped wooden shield.



Source:

Babanacia Blackbird Blacksmith
 Nieruda Desert Treasure Chest

Iron Shield

Several iron bars joined together to make a functional shield.



Source:

9 Bikini Bay Vendor

Scale Shield

A water-repelling shield made out of fish scales tied together.



Source:

Synthesis

Mirror Shield

A bright, reflective mirror adorns the front of this shield.



Source:

Casino Prize





Source:

Synthesis

Steel Shield

This shield is big and heavy. A favorite of tall soldiers due to the sheer size of it.



Source:

9 Boarg Blackbird Blacksmith

Obsidian Shield

Ancient battle mages used this shield made out of black obsidian glass.



Source:

9 Psychophant

Silver Shield

A beautiful shining silver shield. The front of it is decorated with defense talismans.



Source:

9 Jungle Vendor

104 2 3 3

Ancient soldiers are rumored to have favored this shield because it emboldens the user.



Source:

Synthesis

Ice Shield

Made out of extremely cold ice, this frozen shield will protect you from all chills.



Source:

© Eisburg Vendor

Frozen Shield

A frozen shield that is said to contain the sleeping form of a violent blizzard,



Source:

(9) Whirlybud
(9) Synthesis

Cursed Shield

The unusual shape of this shield helps repel most basic curses.



Source:

9 Bone Baron
9 Corpse Lake Treasure Chest

The clean lines of this cute magical umbrella lend it a mysterious aura. It seems to shine even in the dark.



Source: Unknown



Helmets

Special equipment for protecting one's head-the most important part of the body.

Wooden Helmet

This heavy helmet is carved from a single piece of wood.



6) Catnap Blackbird Blacksmith

Gas Mask

This mask protects damage directly to the face, but makes the wearer look a little crazy.



Source:

9 Catnap Blackbird Blacksmith © Catnap Sewers Treasure Chest

Magical Shield

This shield absorbs the intention of the user and helps increase your strength.



Synthesis

Fairy Shield

This shield is blessed with the protection of the fairy folk. Be sure to pay your respects every time you use it.



- Castle Arcano Treasure Chest

Blessed Shield

This sacred shield was blessed by the gods. Folk tales imply that it should only be used for good.



Source:

Ares' Shield

The god of war made this excellent shield out of a meteorite.



Source: Synthesis



Bone Mask

This mask is made from the skeleton of a small animal.



Source:

© Little Bighorn

Beastly Mask

This mask is made from the mane of a large beast and makes the wearer look fierce and ferocious.



Source:

9 Hooray
9 Synthesis

Leather Mask

A number of pieces of leather were sewn together to make this mask.



Bikini Bay Vendor

Tapered Mask

A tall hat that comes to a point at the tip. A staple of a witch or wizard's wardrobe.



Source:

Sunshade



Drill Mask

A weird mask that was made with the pointed end of a large drill bit.



Source:

9 Jungle Vendor

9 Ghost Valley Treasure Chest

Iron Helmet

A sturdy iron helmet that provides serious defense.



Source:

9 Boarg Blackbird Blacksmith

Red-hot Iron Mask

An eerie looking mask that protects the head and neck of the wearer.



Source:

9 Jungle Vendor

Clown Mask

A mask that looks like a constantly laughing clown.



Source:

Synthesis





Source

Dragon's Den Treasure Chest

9 Synthesis

Powerful Mask

Anyone who puts on this mask will find that their strength slowly increases as does their energy levels.



Source:

Fuddy-Daddy

Helmet of Bravery

In the face of any enemy, this helmet will give you a boost of bravery to get through the battle.



Source:

Feathered Mask

A gorgeous mask whose surface is covered with precious feathers. First-class equipment.



Source:

Rekka Vendor

Kekka Vendor
 Coconanda Treasure Chest

Steel Helmet

An extraordinary helmet made of strong steel. Heavier than it looks.



Source:

9 Eisburg Vendor

Helmet of Prayer

Praying to this helmet before a battle will keep you protected once you step into the fight.



Source:

Synthesis

Phoenix Mask

A divine mask made out of the feathers of a sacred phoenix.



Source:

Synthesis

Serpent Bone Mask

A creepy looking mask made out of the coiled bones of a giant snake.



Common

Wayward Sun



Holy Knight's Helmet

Boarg soldiers prefer this style of helmet, and some say that only people of Boarg can actually wear it.



C

9 Boarg Blackbird Blacksmith

Demon Mask

An ancient demon created this terrifying mask.



Source:

Synthesis

Mask of Evil's Bane

A mask that has been given a dark power through a forbidden incantation.



Source:

Synthesis

Ares' Helmet

The god of war modeled this helmet on the face of a mage that tried to take him down. A valiant helmet.



Source:

Synthesis



Scales

Though formed from all manner of materials, these scales share a natural robustness.

Rigid Scale

An unusually hard scale that can't be broken or bent. Repels water.



outce:

Catnap Blackbird Blacksmith
 Catnap Sewers Treasure Chest

Large Carapace

A big, stout carapace that has been hardened over time. Protects you from fire.



Source:

Bikini Bay Vendor

Mount Dekarock Treasure Chest

Tough Scale

The hardest part of a creature's huge scale.



Source.

Bikini Bay Vendor





9 Boarg Blackbird Blacksmith

6 Caraway Island Treasure Chest

Iron Scale

A tough scale made from iron. Can withstand a strong impact.



Source:

9 Boarg Blackbird Blacksmith

Water Serpent Scale

A big, bulky scale from a water serpent. Keep away from flames and fireballs.



Source:

Crimson Carapace

A fiery red carapace that almost looks like it is aglow with flames from within.



Source:

9 Dragon's Den Treasure Chest

Obsidian Scale

An ominous black light pours from the depths of this tough scale made out of obsidian glass.



Source:

Totoko

Jade Carapace

A beautiful and mysterious carapace that resists water.



Synthesis

Lapis Lazuli Scale

This scale's mesmerizing color resembles the lapis lazuli gernstone.



9 Eisburg Vendor

9 Nachelnacht Ruins Treasure Chest

Flame Scale

This scale retains the power of the flames that created it. Not effective against water, though.



Source:

 Rekka Vendor 9 Coconanda Treasure Chest



Amber Scale

Unaffected by the strongest winds, the mysterious power of this amber-colored scale is matched only by its beauty.



Source:

Rupy Carapace

This sacred carapace has the ruby color of a setting sun low on the horizon.



Source:

Slamander

Dragon Scale

A sparkling scale that was likely once covering one of the many dragons that lived over a hundred years ago.



Source:

Rekka Vendor

Demon Scale

A dark and twisted demon presence emanates from this large scale. High in defensive properties.



Source:

© Castle Arcano Treasure Chest

110 230

Lustrous Carapace

The lustre and light from this divine beast's carapace illuminate even the darkest of places, rivalling the sun.



Source:

Treasure Chest

Mirrored Carapace

This carapace from a sacred beast reflects the truth. Only pure, chaste creatures can fully utilize its powers.



Source:

Synthesis



Cloaks

Popular among wizards, cloaks protect the body, and often convey additional beneficial effects.

Grassy Cloak

A cloak woven out of thick grasses. Surprisingly warm.



Source:

Baatender



Source:

Danglerfish

Misty Cloak

When you put this on, your shape will become shrouded in a concealing mist.



Source:

9 Babanacia Blackbird Blacksmith

Zebra Cloak

A stunning cloak made out of vertical stripes of white and black fabric.



Source:

O Cobalt Wolgur

Sea Breeze Cloak

A cloak laced with the power of the sea.



Source:

Bikini Bay Vendor

Celebrity Cloak

A showy cloak that gives you a boost of popularity as soon as you put it on.



Source:

Casino Prize

Stripy Cloak

A cloak made of alternating stripes of animal fur.



ource:

Jungle VendorGhost Valley Treasure Chest

Zephyr Cloak

A light cloak that flutters effortlessly in even the slightest breeze. Stunning when sunlight shines on it.



Source:

9 Boarg Blackbird Blacksmith

Ghostly Cloak

A cloak crocheted from the hair of a ghost. Kinda creepy feeling when you put it on.



Source:

Synthesis





Jungle Vendor

Cloak of Blue Skies

Just looking at this brilliant blue cloak makes you want to take a deep breath and enjoy the clear blue skies.



Source: 9 Dragon's Den Treasure Chest

Cloak of Bravery

A gallant cloak rumored to once have been worn by a brave knight in days long gone.



Source:

Ephemeral Cloak

Swirling light encircles this magical cloak, making it hard for foes to see exactly where you are.



Source: Synthesis

Aurora Cloak

A magnificent quivering, glowing cloak that moves in the wind like Aurora Borealis in the night sky.



Source: Synthesis

Cloak of Darkness

When you look at this cloak, you will feel like you are being swallowed up in the depths of its darkness.



9 Synthesis

Twilight Cloak

The color of this cloak resembles the deep, warm orange of twilight.



Glacier Grotto Treasure Chest

Beastly Cloak

The fur of a large beast was used to make this burly cloak. Lets you sneak up on your prey soundlessly.



Stressy Plessie

Gale Cloak

A surprisingly light and airy blue cloak that is rumored to allow you to befriend the winds around you.



Source:

- Castle Arcano Treasure Chest
- 9 Synthesis

Sky Cloak

A brilliant and bright cloak made by a heavenly messenger.



Source:

Synthesis



Bracelets

Bracers and bracelets are worn on the arms of warriors. Small items that pack a big punch.

Thorny Bracelet

A bracelet made of a thorn-riddled vine.



Source:

- 9 Catnap Blackbird Blacksmith
- Lagoon Naiad

Blooming Bracelet

Ladies love this beautiful bracelet. It blooms year-round with different flowers depending on the season.



Source:

- 6) Mount Dekarock Treasure Chest
- 9 Synthesis

Ivy Bracelet

A bracelet made of countless ivy vines woven together.



Source:

Turbandit

Leather Bracelet

A bracelet made out of tough animal hide.



Source:

Synthesis

Herb Bracelet

This bracelet is made from aromatic herbs. It smells good enough to eat!



Source:

- Bikini Bay Vendor
- Mount Dekarock Treasure Chest



Clover Bracelet

You'll be swimming in good luck if you wear this bracelet made of the Goddess of Fortune's favorite plant.



Source:

© Casino Prize

Gear Bracelet

This bracelet encourages the wearer to follow the rules and always do the right thing.



Source:

Synthesis

Bracelet of Cleansing

Your body will be able to withstand a barrage of poison attacks when wearing this bracelet.



Source:

 Girlfiend

Spirit Bracelet

While this bracelet does give the wearer dark strength, it is also rumored to be cursed.



9 Synthesis

Sour

Mysterious Bracelet

A strange bracelet made of floating stones. Makes your arms feel lighter so that you can fight harder.



Source:

9 Jungle Vendor

Serpent Bracelet

A bracelet made out of a large snake's skin. Resists Curse and Petrify.



Source:

Synthesis

Bracelet of Willpower

A bracelet that imbues the wearer with an abundance of willpower. Made of cold stone.



9 Synthesis

Magical Bracelet

Even non-magic users will get a big boost out of this magical bracelet. A rare and valuable find.



Source:

Turburn

Double-edged Bracelet

A bracelet that boosts the wearer's attack and defense for a double-edged bonus.



Source:

Rekka Vendor

Specter's Bracelet

A black bracelet worn by a man who was killed by poison.



Source:

Rekka Vendor
Coconanda Treasure Chest

Fairy Bracelet

A small bracelet made by fairies, with an intricate chain pattern on it. It has a mysterious power.



Source:

Pomagranite

Spirit Bracelet

An incredibly powerful bracelet with the protection of the spirit realm ready to keep you safe and sound.



Source:

Synthesis

Goddess Bracelet

A bracelet blessed by a Goddess. Completely chock full of offensive and defensive powers.



Source:

Synthesis



Accessories

Powerful accessories that grant aid during battle—and add a death of flair to one's appearance.

Badge of Courage

Though small, this badge shines brightly.



Source:

• Jungle Vendor

Shining Badge

A badge that, without failing, will shine forever.



Source:

Synthesis



A luxurious brooch made to honor a noteworthy knight.

A stone brooch that hides

magnificent power.



Source:

Synthesis

Warrior's Brooch

A brooch blessed by the God of Battle.



Source:

Synthesis

Charmed Brooch

A brooch decorated with spirals. Made with the hope that those important to the wearer might be protected.



Source:

Inamorata

Synthesis

(116) 23 33

A strange brooch that none have been able to scratch or blemish.



Source:

Synthesis

Blacksmith's Seal

A seal that shows forth great power when in a pinch.



Source:

Deep Fry

Seal of Brute Force

The man who made this seal believed that "Offense is the best defense."



Source:

© Rekka Vendor

Seal of Revenge

A seal, black as midnight, that turns pain into power.



Source:

Synthesis



Synthesis

Hidden Power Seal

A seal which provides extra strength when in a pinch.



Source: Dumbelemur

Sure-Foot Seal

A magic seal that helps those who protects others.



Source: 9 Synthesis

Sparkly Emblem

A respectable and likable emblem.



Source: 9 Babanacia Blackbird Blacksmith

Perseverance Emblem

A mysterious emblem that, when worn, increases strength.



Source: 9 Synthesis

Hardened Emblem

A strong metal that can save the wearer from a small amount of damage.



6) Babanacia Blackbird Blacksmith

Effort Emblem

An emblem engraven with a strange pattern. It protects the person who wears it.



Synthesis

Shield Emblem

An emblem engraven with the image of a shield. Supposedly, many wear it as a charm.



Source:

Jungle Vendor





Source:

Synthesis

Hot-Blooded Emblem

An emblem overflowing with the righteous feeling to destroy all evil.



Source:

Synthesis

Fire Mark

An emblem that burns with the light of a raging fire. It's even a little warm to the touch.



Source:

9 Babanacia Blackbird Blacksmith

Aqua Mark

A beautiful emblem engraven with a waterdrop pattern.



Source:

9 Boarg Blackbird Blacksmith

118 2 65 0

Wind Mark

A pretty emblem engraven with both the ferocity and softness of the wind.



Source:

9 Boarg Blackbird Blacksmith

God Mark

An emblem engraven with the Eye of God. It contains a strong enchantment that increases all of the wearer's hattle skills.



Source:

Castle Arcano Treasure Chest
 Synthesis

Slip Shoes

Shoes popular in Babanashia that let you glide as you walk.



Source:

Babanacia Blackbird Blacksmith

Leather Sole

Shoes that allow the wearer to run more powerfully.



Source:

9 Boarg Blackbird Blacksmith



Source:

Synthesis

Running Boots

Boots that sometimes allow you to attack an enemy first.



Source:

Synthesis

Sunbeam Ring

A ring imbued with the prayers of the forest spirits.

Gives the wearer energy.



Source:

Hog-Gobli

Sunflower Ring

The power of the sun captured in this ring gives the wearer energy.



Source:

Synthesis

Shining Ring

A golden ring in which the spirits that travel this world make their abode.



Source:

9 Corpse Lake Treasure Chest

Synthesis

Meditation Ring

A calming ring that was made from the meditative will of ancient mages.



Source:

Mount Dekarock Treasure Chest

Synthesis

Chilled Ring

A ring that clears your mind. Oft-loved and used by ancient mages.



Source:

(i) Wisp

- - -

Spirit Ring

A ring that increases focus, A favorite of sorcerers in the Elder Days.



Source:

Synthesis





9 Jungle Vendor Treasure Chest

Growth Ring

A ring that increases the wearer's growth rate.



Synthesis

Sun Necklace

A necklace from which a red gem that is slightly warm hangs.



Source:

6) Babanacia Blackbird Blacksmith

Water Necklace

A necklace from which several large blue gems hang. Each one is cold to the touch.



9 Boarg Blackbird Blacksmith

Wind Necklace

A necklace that, when struck by a strong wind, glows brightly with a green light.



Source:

9 Boarg Blackbird Blacksmith

Sky Necklace

A necklace from which a rainbow gem hangs. It's gorgeous.



9 Synthesis

Drain Coin

A coin which sucks the youth out someone. Made by an ancient sage who found the secret to immortality.



9 Coconanda Treasure Chest 9 Synthesis

Revive Frog

A frog statue that sometimes causes someone who just fainted to spring back onto their feet.



Source:

9 Castle Arcano 9 Synthesis





Source:

Gasino PrizeSynthesis

Antidote Crown

A bright green crown that was blessed by God himself. It holds pure power.



Source

9 Boarg Blackbird Blacksmith

Awakening Crown

A crown red as a morning sun upon which a sunrise is engraved.



Source:

9 Boarg Blackbird Blacksmith

Crown of Reason

A sparkling green crown. Gives peace to those who wear it.



Source:

Boarg Blackbird Blacksmith

Crown of Light

A shining golden crown. It chases away darkness and shows the correct path.



Source:

9 Boarg Blackbird Blacksmith

Crown of Cleansing

A sanctified crown blessed with holy water. It breaks curses.



Source:

Eisburg Vendor

Sword Crown

A crown engraven with the image of a sword. It gives the wearer motivation.



Source:

Eisburg Vendor

Rainbow Crown

A crown that shines with the colors of the rainbow. It is said to cure all maladies when lifted to the sky.



Source:

Boarg Blackbird Blacksmith





c

6) Boarg Blackbird Blacksmith

Discerning Glasses

Ridiculously thick magic glasses. Shows an appropriate path no matter the situation.



Source:

Synthesis

Dubious Mirror

A hand mirror that conveniently shows an enemy's weak-spots.



Source:

Unknown

Fisher's Pole

A pole useful in gathering enemies' items after a battle.



Source:

9 Jungle Vendor



Pro's Pole

A pole loved by fishing pros. It won't let anything go, no matter how small.



Source:

Synthesis

Master's Pole

The fishing pole used by the legendary Fisher who was said to have fished all things.



Source:

Synthesis

Hades' Hook

A hook contracted with a very lucid testament. When in mortal danger it unleashed a cursed power.



Source:

© Unknown

Teachings for Aspiring Wizards



Non-wizards have long been forced to rely upon vehicles to earry them to their destinations. This section aims to introduce some of the more common modes of transportation currently in use. All wizards are advised to read the information contained herein, for one cannot predict when circumstance—nixing, dismemberment, or wand loss, to name but three—might necessitate the use of such infernal contraptions as those here described.



Wizards, of course, do not require magical assistance to fly through the air. Indeed, in times gone by, wizards would not have countenanced travel by any means other than broom. Alas, the age has charged, and now young wizards insist on using half-magical, half-mechanical-contraptions known as "Cloud Sweepers."

Cloud Sweepers require only the merest dash of magic to get them off the ground, meaning that inexperienced magic-users—and even non-wizards!—are able to ride them with gay abandon.

To give credit where it is due, certain enterprising engineers have gone so far as to attach guns to the front of their Cloud Sweepers, allowing them to attack enemies while in mid-air—a recognized limitation of the traditional wizard's broom.



The Blacksmith's Stores are a chain of shops which are as well-known for their range of weapons and armor as for their eccentric, crow-obsessed owners. Look closely and you'll see that even the shops themselves have been made to look like corvids in mid-flight.

Each Blacksmith's Store is different, and there are many items that can only be purchased at a given branch.

Since young wizards' journeys are invariably punctuated by monstrous encounters, frequent visits to the Blacksmith's Stores to stock up on weapons and equipment are a must.

While there, you may wish to muse upon a question that has puzzled wizards for generations, namely: are the mysterious Blacksmiths actually crows?

Rare Weapons and Armor

While the Blacksmith's stock lists are extensive, there is a great deal of equipment that cannot be bought at their stores. Some of this equipment is highly rare, and certain items are wholly unique.

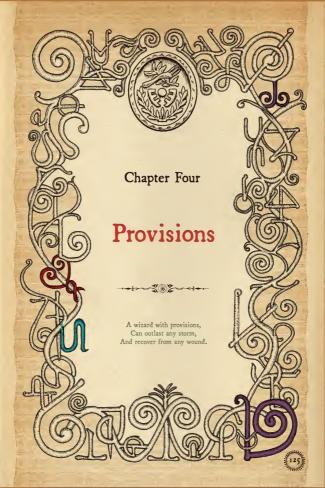
Such items include pistols that allow one to open locks from a distance, and harps that attack one's enemies when plucked.

Should you be fortunate enough to come across such rare items, do not be afraid to use them on the field of battle. A wizard has nothing to fear from material objects.



OXKOR BYBYING BY SELVORHERS FOR YOUR





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Basic Provisions

Sundry useful items, most of which have a restorative or corrective effect.



Fluffy Bread

Restorative

A slice of soft, fluffy baked bread. Eat it to restore 30 HP. Source:

- (a) Catnap Owl's Cowls and others
- (9) Ruff, Whippersnapper, and others
- (a) Treasure Chests



Juicy Sandwich

Restorative

A gourmet sandwich piled high with meat. Restores 100 HP.

- Bikini Bay Vendor, and others
- 9 Sprog Cog, Trapper Snapper, and others
- (9) Treasure Chests



Hearty Burger

A deluxe burger with a thick, juicy patty. Restores 200 HP.

- (a) lungle Vendor, and others
- (9) Gobfather, Grumpeafowl, and others
- Synthesis

Herbal Extract

Restorative

A useful extract from herbs that works well on many types of wounds. Fully restores HP. Source:

- Treasure Chests
- () Synthesis



Sacred Healing Water

Restorative

Sacred waters quickly course through the body to speed up healing when imbibed. Restores 100 HP to all party members. Source:

- Dungle Vendor, and others
- Treasure Chests



Holy Springwater

Sacred springwater, drawn from an idyllic lake. Restores 200 HP to all party members.

- Source:
- Treasure Chests Synthesis



Refreshing Coffee

A refreshing drink that gives you a little boost. Restores to MP.

- © Catnap Owl's Cowls and others
- @ Rabbot, Gaboss, and others
- (i) Treasure Chests



Wide-Awake Coffee

A drink that makes you feel full of vim and vigor. Restores 30 MP.

- Bikini Bay Vendor, and others
- @ Pinion, Gorus, Stabber, and others
- Treasure Chests



Wake-Up Cappuccino

Restorative

One sip of this drink will clear your head and perk you up. Restores 70 MP.

- Treasure Chests
- Synthesis





Magicine

Restorative

A drink that fills you with renewed magic strength, Restores 150 MP.

- Source:

 Treasure Chests
- Synthesis



Sage's Secret

Restorative

A secret draught that was perfected by a wise man over the course of many years. Restores 70 HP and 70 MP. Source:

Treasure Chests



Mystery Elixir

Restorative

A mysterious draught, born from the bosom of nature's bounty. Fully restores HP and MP.

- Source:

 Treasure Chests
- Synthesis



Miracle Elixir

Dostonstin

A miraculous draught that's capable of healing practically any injury. Fully restores HP and MP.

@ Haknown



Bumbler Honey

Restorative

Colonies of bumblers labor to create this sweetly-scented honey. Restores 30 HP.

9 Worker Bumbler, Drone Bumbler



Smelling Salts

Restorative

The scent of these fresh herbs can awaken anyone from slumber. Restores 10 HP, recovery from Sleep. Source:

- 9 Field Item
- (a) Treasure Chests



Songstress' Secret

Restorative

A sweet-tasting draught first brewed by a prolific singer to soothe sore throats. Restores 30 HP, recovery from Poison.

Source:

Synthesis

-,...



Fish Sandwich

Restorative

A gourmet sandwich made of fish and vegetables. Restores 150 HP.

Source:

Treasure Chests

Synthesis



Morel Forest Water

Dontonatio

Life-giving water drawn from the deep springs of Morel Forest. Restores 5 HP and 5 MP.

Babanacia Owl's Cowls and others



Phoenix Feather

Restorative / Reviving

A stray feather from the plumage of a phoenix, red as a burning flame. Recover from Faint. Source:

Bikini Bay Vendor and others
 Treasure Chests





Goddess Tears

Restorative / Reviving

Tears shed by a goddess who gazed upon a battlefield and was filled with grief. Recover from Faint.

- Source:
- 6) Treasure Chests (Synthesis



Breath of Heaven

Restorative / Reviving

This mystical breath carries away all pain in a holy wind. Recover from Faint for all party members

- Source:
- @ Treasure Chests



Antidote Leaf

Removes Status Effects

A species of grass that returns a poisoned body to good health when consumed. Recovery from Poison. Source:

- (atnap Owl's Cowls and others
- (a) Taddlywink, Lagoon Najad, and others Field Item Treasure Chests



Brush of Evil's Bane

Removes Status Effects

A ceremonial writing brush that's used in a ritual to break hexes and seals. Recovery from Skill Seal.

- Source:
- (9) Jungle Vendor and others
- (Splasher
- Treasure Chests



Restorative Mallet

Removes Status Effects

Hitting someone over the head with this mallet can clear up any addled thoughts they have. Recovery from Confusion. Source:

- (Catnap Owl's Cowls and others
- Mighty Mite, Snowpaca, Gabrawl and others
- 1 Treasure Chests





Alarm Clock

Removes Status Effects

A loud alarm clock designed to wake up allies who are found sleeping on the job. Recovery from Sleep.

- Source: (a) Babanacia Owl's Cowls and others
- Rhinosnore, Hydropatty, Najalisk
- Treasure Chests



Water of Blessing

Removes Status Effects Crystal-clear water that's been blessed by a goddess. Recovery from Slow.

- 6 Babanacia Owl's Cowls and others
- Dumbelemur, Coppering
- Treasure Chests



Fruit of the Light

Removes Status Effects A mysterious fruit that glows with a soft light. It

- clears away the darkness of sight-related afflictions. Recovery from Blind.
- Babanacia Owl's Cowls and others (a) Impaler, Covetsprout
- Treasure Chests



Peppy Syrup

Removes Status Effects A super-sweet syrup that will boost the spirits of any Imagen with a case of Lonesickness.

- Boarg Owl's Cowls and others
- 1 Treasure Chests
- Source: 9 Synthesis



Panacea

Removes Status Effects

This alchemical creation has the power to neutralize any disease, but watch out for its bitter taste.

Source:

@ Rekka Vendor





Poison Arrow Removes Status Effects

An arrow dipped in a strong poison, concocted by

collecting and distilling toxic weeds. Infliets Poison on one enemy. Source:

- Babanacia Owl's Cowls and others 9 Sperrale, Relixx, Flapper and others
- Treasure Chests



Panic Ball

Inflicts Status Effects

Emits an ear-splitting shriek that disorients those unfortunate enough to hear it. Infliets Confusion on one enemy.

- Source: Bikini Bay Vendor and others
- 9 Bonehead, Sasquish, Monolith and others
- Treasure Chests



Lullaby Trumpet

Inflicts Status Effects

When played with feeling, this trumpet's gentle tones ean send listeners into a deep slumber. Infliets Sleep on one enemy.

- Babanacia Owl's Cowls and others (a) Masterstaehe, Lightshade, Sponge Bubbud,
- and others 9 Treasure Chests



Exhaustion Blanket

Inflicts Status Effects

An everyday bedsheet cursed by a wizard. It drains the motivation of anyone it touches. Inflicts Skill Seal on one enemy.

- Source: (9) Jungle Vendor and others
- Flummox Floret, Spinamorata, Sprout Sprite



Skull Doll

Inflicts Status Effects

An extremely unsettling doll with a skull for a face. Inflicts Curse on one enemy.

- Source:
- 9 Jungle Vendor and others
- Bayshell, Seedfrog
- Treasure Chests



Smokescreen Ball

Inflicts Status Effects A ball that generates a thick cloud of smoke to

lower visibility conditions for foes. Infliets Blind on one enemy. Source:

- 9 Bikini Bay Vendor and others
- (a) Hippeafowl, Zomboatswain, and others
- (a) Treasure Chests



Bomb

Inflicts Damage

Causes 150 HP of damage to an enemy.

9 Jackrabbot, Iron-Man, Hot Cog, Tyke, ClinketyclankVz, and others



Mysterious Cog

A strange cog that is said to revert alchemical effects when turned backwards. Source

① Unknown

Ingredients

These staples are used in the preparation of provisions and treats for Imagen.



Swiss Cheese

A sweet-smelling, delicious hard cheese that just melts in your mouth. Source:

(Unknown





Tender Beef

Ingredients

A tender, mouthwatering cut of lean meat.

(9) Catnap Owl's Cowls and others



Crisp Cabbage

A standard head of cabbage with a crisp, enjoyable texture.

- Source: (a) Carnap Owl's Cowls and others
- Field Item



Sweet Carrot

Ingredients

A crunchy carrot that has a faintly sweet taste, even when eaten raw.

- Sources @ Field Item
- (atnap Owl's Cowls and others



Premium Rice

Pristine grains of cooked white rice that go together well with lots of different dishes. Source:

9 Babanacia Owl's Cowls and others



Perfect Egg

Ingredients

A highly nutritious egg, and the perfect topping for some dishes. Source:

- (atnap Owl's Cowls and others
- (i) Field Item



Bucatini Pasta

A thin pasta with a distinct hole, Best when prepared al dente. Source:

Haven Vendor



Boniato

A sweet potato that grows in warm elimates. It's still crunehy if eaten without any preparation, though.

- Source:
- © Bikini Bay Vendor and others Field Item

Shocked Fish

A fish known for its dramatic facial expressions. It always looks surprised when it's caught by a fisherman.

- Source:
- © Catnap Owl's Cowls and others
- Field Item



Firefly Shrimp

- Shrimp that illuminate the dark depths of the sea like some sort of underwater firefly.
- Source:
- Bikini Bay Vendor
- Field Item



Octosquid

An octopus-like squid. Its entrails are a decidedly

- acquired taste. Source:
- 9 Bikini Bay Vendor and others
- (a) Field Item





A tart-tasting clam, contained in a shell reminiscent of a turtle shell. Sources

@ Del Mokahl Vendor

(a) Field Item



Plain Clam

A clam with a light, buttery flavor that's hard to stop eating once you start.

Source: @ Eisburg Vendor and others

Field Item



Thick Milk

Milk this thick and rich is hard to find in the city.

Source:

Treasure Chests

(9) Babanacia Owl's Cowls and others



Rump Roast

Ingredients

A small portion of low-quality beef.

Source: Rekka Vendor



Black Truffle

A fancy, high-class dessert with a rich aroma. Some people refer to these expensive treats as "black diamonds."

Source:

Boarg Owl's Cowls and others

(a) Field Item



A carrot that's developed a resiliency to the cold climates in which it grows. Its coloring is as white as the snow.

Source:

© Eisburg Vendor



Sausage

A sweet sausage that fills the mouth with delight.

(a) Catnap Owl's Cowls and others [®] Treasure Chests



Meat Pie

A family-sized pie, filled with delectable meat.

Source: (a) Boarg Owl's Cowls and others

(a) Treasure Chests



Boiled Egg

@ Rabanacia Owl's Cowls and others

A soft-boiled egg.

Provisions Ingredients

Materials

In a synthesis cauldron, these materials may be combined to create all manner of items.



Juicy Hamburger

A juicy hamburger topped with a soft-boiled egg. Restores 70 HP to all party members. Source:

Synthesis



Big Steak

A thick, juicy cut of steak. Restores all party members' HP and MP by 25%.

Source: 9 Synthesis



Spicy Pilaf

A fairly spicy pilaf, more popular with adults than children. Restores 50 HP to all party members. Source:

9 Synthesis



Cheese Curry

A famous Babanacian curry, topped with melted cheese, Restores 10 HP and 10 MP to all party members.

Source:

Synthesis



Pizza Melt

The flavors of fine cheese and soft dough blend together in this outstanding pizza. Restores all party members' HP by 40%.

Source: Synthesis



Sizzling Omelette

This omelette is a tasty blend of scrambled eggs mixed with several meats. Restores 100 HP to all party members.

Source: Synthesis



Grilled Fish

A grilled fish smothered in a cheese-based sauce. Restores 15 HP and 15 MP to all party members. Source:

Synthesis



Catnap Soup

A dish resembling minestrone, but with vegetables sliced right into the soup. Restores 15 MP to all party members. Source:

Synthesis



Pork Stew

Salted pork and fresh potatoes, sautéed and cooked together to blend the flavors. Restores all party members' HP and MP by 5%.

Source:

Synthesis





Fresh Greens

A salad of unprepared forest greens. It might look appetizing, but it tastes like death itself. Source:

Synthesis



Fisherman's Catch

This dish is made with many types of fresh seafood, and is traditionally served raw. Restores 100 HP to all party members.

Source:

Synthesis



Icy Hot Pot

A heap of freezing-cold veggies, cooked in a large pot until soft and warm. Restores 30 HP and 30 MP to all party members.

Source: Synthesis



Stewed Surprise

An exotic dish from a far-off land. Few chefs know the preparation secrets. Restores 300 HP to all party members.

Source: Rekka Vendor



Angel-Hair Pasta

Materials

So delicious that you'll think you've died and gone to heaven, Recovers from Poison, Restores 70 HP to all party members.

Source:

Synthesis

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+ XKXIOUPONINGO

+ +9.66161616164XZI 14.0

Treats

A selection of edible delights which cater to the varied tastes of Imagen.



Ice Cream

Ice cream with a mild taste.

© Eisburg Vendor



Yogurt

Yogurt full of beneficial bacteria that will help your body be your best, especially if eaten every day. Source:

(a) Babanacia Owl's Cowls and others



Babana

A fruit with a giant leaf growing out of it.

6) Babanacia Owl's Cowls and others Green Buncher



Berry

A bright red fruit with a sweet aroma that pairs well with any dessert.

Source:

 Bikini Bay Vendor 9 Field Item





Grapes

A refreshingly juicy but bittersweet fruit.

@ Rekka Vendor and others

Field Item



Caramel

A semi-sweet soft caramel that melts in your mouth.

Source: Babanacia Owl's Cowls and others



Creme Caramel

A sweet caramel sauce delicately mixed with decadent custard. Source.

Del Mokahl Vendor and others



Chocolate

A sweet chocolate that is regularly sold out due to its popularity. Source:

Babanacia Owl's Cowls and others



Durian

Treats

This exotic durian is delicious, but it stinks to high heaven! Source:

1 Jungle Vendor



Yogurt Parfait

A refreshingly sweet item.

© Synthesis



Chocolate Cake

An artisan-made, bittersweet chocolate cake.

© Synthesis



Chocolate Parfait

A parfait made with ice cream, chocolate syrup, and plenty of fruit.

Source:

Synthesis



Creamy Caramel

With milk and whipped cream, this creamy caramel just melts in your mouth. Source:

Synthesis



Babana Parfait

A babana split smothered in ice cream.

Synthesis





A mild caramel dipped in a decadent chocolate.





Caramel Pudding

A pudding covered in distinct caramel sauce, Its subtle sweetness gives the pudding a mature taste. Synthesis



Fruit Sandwich

A sandwich made with large slices of fruit and a heaping portion of whipped cream.

Source: (i) Synthesis



Caramel Boniato

A dish made from Boniato covered in caramel sauce. It's very popular with children.

Source:

Synthesis



Fruit Bavarois

A bavarian cream with a slightly sweet, berry flavor.

Source: Synthesis



A babana dipped in super-sweet ehocolate.

Synthesis



Custard Pudding

A highly nutritious custard made with plenty of eggs. Source:

Synthesis



Cotton Candy

A eloud-like, giant-sized, fluffy cotton candy Source:

(a) Haven Vendor



Berry Yogurt

The subtle taste of berry will make you pucker your lips. Source:

Synthesis



Shortcake

A simple but delicious cream and berry cake. Source:

Synthesis



Vanilla Ice Cream

A very popular ice cream with a decadent, creamy flavor.

Source: Synthesis



Chocolate Ice Cream

A low-calorie ice cream with a sweet, chocolatey aftertaste.

Source: Synthesis



Grape Ice Cream

Sour and sweet ice cream with a hint of grape.

9 Synthesis



Raisin Cake

A soft bundt cake chock-full of raisins.

Source: 9 Synthesis



Fruit Salad

Syrup infused with freshly picked fruit.

9 Synthesis



Grape Juice

Slow-pressed, artisanal grape juice. Synthesis



Berry Ice Cream

Ice cream with large, whole berries mixed in.

Synthesis

Synthesis Materials

Not useful for anything outside of Synthesis. Rarely useful for Item Link with Imagen.



Power Stone

A stone inscribed with strange markings.

9 Rhinosaur, Mishell, Flipper and others



Treasure Chests

Flame Prism

Synthesis

A red jewel that refracts light in a very complex way, sometimes giving it the appearance of a living flame.

@ Sunshine, Small Fry, Little Bighorn and others

Treasure Chests





Synthesis

A feather that shimmers in the wind, Many people use it for decoration. Source:

6) Covetsprout, Grandsun, Flapper and others

(Treasure Chests



Storm Seeds

Synthesis

Unique plant seeds that rumble like thunder when shaken.

Source:

9 Bubbud, Lobsciss, Ferrale and others

(i) Treasure Chests



Obsidian

A beautiful black stone, often used to sharpen blades to a fine point.

Source:

6) Floret, Masterstache, Chubbel and others

(i) Treasure Chests



Blue Bark

A favorite of nobles, this strip of bark gives off a pleasant aroma that promotes relaxation.

Source:

1 Crowhawk, Lightshade, Green Buncher and others



Sturdy Bone

An extremely hard, calcified bone of unknown origins. It's the perfect snack for a dog.

Source:

6) Sore Boar, Wolgur, Shrimpaler and others

(a) Treasure Chests



Splash Stone

A mysterious stone that is always wet to the touch.

Sources Danglerfish, Taddlywink, Gaboss and others

Treasure Chests



Smooth Leather

Durable leather with a fine sheen. It has a variety of uses in daily life.

Source:

@ Inphant, Whirlybud, Kurtey and others (a) Treasure Chests



Iron Gear

An old, worn-out gear made of iron.

⁹ Zombo, Bighorn, Jackrabbot and others

(9) Treasure Chests



Snowflake

A crystallized, white snowflake, Small, but lovely,

9 Whambat, Patty, Sperrale and others

(9) Treasure Chests



Poison Bloom

Synthesis

A flower containing a terrible poison. One must be careful not to eat it by mistake.

Source:

9 Sleepeafowl, Flipp, Daikon 6) Field Item

Treasure Chests



Provisions Synthesis Materials



Faith Flower

Synthesis

A lovely bloom, native to the plateau regions.

- (a) Hooray, Gorus, Hydropatty and others
- Field Item
- (Treasure Chests



Rainbow Stone

The fossilized remains of a prehistorie creature. It glitters with the colors of a rainbow in the light. Source:

- 1 Triumphant, Neolith
- Treasure Chests



Down Flower

A fluffy plant that can usually be found in the southern regions of the mainland. Source:

- 9 Sponge Bubbud, Girlfiend, Wisp, Bougie
- and others Field Item
- Treasure Chests



Wildflower

A common wildflower that can usually be found growing on the plains. Source:

- Mighty Mite, Monolith, Tyke
- @ Field Item
- Treasure Chests



Ancient Leaf

Synthesis

These leaves sometimes drop from very old trees. Powerful ingredients that boost the healing effects of some recipes. Source:

- Gogorus, Sprykon, Stabber and others
- (Field Item (Freasure Chests



Cool Rock

Synthesis

A silver-colored iron ore that's always cool to the touch.

- Source: Rozak, Crashing Boar, Stranglerfish and others
- Treasure Chests



Black Steel

A black metal that's especially resistant to rust and splintering. It can only be found at very specific locations in Mediirus.

- Source Snowpaca, Shubbel, Clinketyclank Vz and others (a) Treasure Chests

Dragon Fossil

- The fossilized remains of a mighty dragon. It is still hot enough to cause serious burns if handled improperly.
- Source: 9 Turburn, Megalith, Deep Fry and others
- Treasure Chests



Memory Moustache

A curious moustache-shaped stone. It helps its owner recall past experiences in great detail.

- Source: 9 Beardo, Big Daddy, Ice Maiden and others
- Treasure Chests



Ancient Keystone

Synthesis

An aged, granite slab that once served as the keystone of an impressive arch. Charged with magical energy. Source:

- Ex-eirlfiend, Gieadactvl
- Treasure Chests





Meteorite

A mysterious stone that fell from the sky. Objects like these are responsible for the phenomenon of shooting stars.

- Source: Steam-Man, Pomagranite
- (Treasure Chests



Scroll of Truth

An old scroll. Many truths and secrets were said to be inscribed on it before it was sealed shut. Source:

@ Unknown



Twinkling Morel

A very rare species of mushroom. Find them by watching for a flickering red glow at sunset.

- Source:
- Wishing Whambat, Toko, Chloroboros and others
- 1 Treasure Chests



Jade Sphere

A large ball made completely from jade. It's often used as a decoration.

- Source:
- 9 Sea Naiad, Hippeafowl, Cutpurrse and others () Treasure Chests



Spray Flower

Synthesis

A flower that sprays out a freezing mist along with its pollen.

- Source: Trapper Snapper, Sunshade
- () Field Item
- Treasure Chests



Forget-Me-Not

A flower filled with glowing pollen often seen lighting up fields at nightfall. Warm light evokes memories of happy days. Source:

(i) Unknown



Ice Flower

A flower with transparent petals that look like icicles. Oddly, the species can be found growing in hot and cold climes.

Source.

9 Sasquish, Pond Pom, Chopster and others (a) Treasure Chests



A durable metal that visibly glows with warmth. It's said that its radiance will never diminish.

Source:

6 Strangeling, Slamander, Sprykon

(a) Treasure Chests



Seeds of Discord

A handful of golden flower seeds. Many covetous souls have fought ceaselessly over the centuries to possess them.

Source: (9) Silver Wolgur, Bone Baron

(i) Treasure Chests



Earthen Tears

A small, deep-blue stone. Legend says that these are tears that were shed by the earth itself. Source:

6) Treasure Chests





Drill Screw

Synthesis

This groundbreaking invention can be serewed in anywhere, even without a screw hole.

- Source: Tin-Man, Inamorata
- Treasure Chests



Heavy Bell

Synthesis

A bell with a very low tone when rung. The sound often eauses those who hear it to be overwhelmed by emotions.

- Source:
- 9 Spike Tyke, Bone Ranger and others
- Treasure Chests



Dandy's Pipe

fancy pipe that practically oozes self-confidence. Smoking it helps to calm a weary mind. Sources

- 9 Boo-Bougie, Thumbelemur, Rhinosnore and others
- Treasure Chests



White Pipe

A pipe that has the power to alter the color of the smoke that passes through it.

- Source:
- Baddy-Daddy, Wayward Sun
- (a) Treasure Chests



Wings of Darkness

Synthesis

Inky black wings that tremble ever so slightly in the wind. Source:

- Stressy Plessie, Grimpaler, Phantasma
- Treasure Chests



Star Pearl

Synthesis

A pearl used in the traditions of several regions. Shaped like a star, and somehow always remains warm to the touch.

- Source:
- Unknown



Moonlight Fragment

- A mysterious stone that's said to exert some sort of deep influence over all living things.
- @ Unknown



Wings of Light

Wings of hope that shine through the darkness of the world. Their brilliant luster will never fade. Source:

© Unknown



Hades' Eye

A blood-red jewel that has an ominous black streak running down one side, which gives the appearance of a demonic eve.

Source: (Unknown



Saint's Eye

A clear, unclouded jewel. Some also call it the "All-Seeing Eye,"

- Source:
- Major Byrde, Najalisk and others
- (i) Treasure Chests





Happy Drops are acquired when people express the deepest gratitude in their hearts. You can feed a Happy Drop to an Imagen, similar to other Treats. The biggest difference between Treats and Happy Drops to your Imagen will result in improvements to their base stats. While the drops all look the same, their colors will determine the kind of improvement that the Imagen will receive. The bigger and shinier the drops is, the better the improvement will be.



-INOH Drop Colors and their Effects Hoos-

- Orange Drop
 - A small orange candy. Increases strength when consumed.
- Blue Drop
 - A small blue candy. Increases defense when consumed.
- Green Drop
 - A small green candy. Increases skill power when consumed.
- Purple Drop

A small purple candy. Increases toughness when consumed.

- Yellow Drop
 - A small yellow candy. Increases speed when consumed.
- · Gold Drop
- A large, shiny gold-colored candy. Increases maximum HP when consumed.
- · Platinum Drop
 - A large, shiny platinum-colored candy. Increases maximum MP when consumed.

Rebirth Drops



Other than the Happy Drops described above, brave adventurers in rare circumstances may come across a Rebirth Drop. When an Imagen consumes a Rebirth Drop, the Imagen's form will entirely change.

 Rebirth Drop: A mysterious and sparkling candy that appears to have an entire galaxy trapped inside of it.



Jewels



Jewels are fed to Imagen, similar to Treats. Unlike Treats, however, Jewels will allow Imagen to learn new skills. If the Imagen already has a full skill list, an existing skill will need to be selected to switch with.

- Iewel Varieties and their Skills Hoos-

Poison Jewel	> Poison Cutter
Hardened Jewel	> Harden
Healing Jewel	> Healing Drop
Lightning Jewel	> Lightning
• Roaring Jewel	> Feral Roar
Light Jewel	> Pillar of Light
Jet Jewel	> Mega Jet
Laser Jewel	> Laser
Storm Jewel	> Gale

> Tornado

Tornado Jewel

· Sleep Jewel > Lullaby Earthquake Jewel > Earthquake · Spark Jewel » Spark · Petrifying Jewel > Stone Breath Codswallop Jewel > Codswallop · Sweltering Jewel > Heat Breath Tsunami Jewel > Tsunami Cold Jewel > Cold Bomb Shining Jewel » Radiant Aura

> Flame Cutter

Marbles



Marbles can be consumed by an Imagen to alter the color of the Item Link slots that they have. This is very convenient when you have an Imagen that you love, but that you would like to use with different Item Link colors than it would naturally be found with.

Rage Jewel

	100			you with
,		Red	M:	arble

· Green Marble

Changes one of an Imagen's slots to red.

Changes one of an Imagen's slots to green.

· Blue Marble

· Black Marble

Changes one of an Imagen's slots to blue.

Changes one of an Imagen's slots to black.



Means of Transportation (part 2)

Ships }+

Non-wizards rely upon ships to carry them across the world's oceans. Indeed, many dream of owning their own vessels, imagining the "freedom" this would offer them.

Certain ships are equipped with grand mechanical wheels—one on each side—which enhance maneuverability, and allow docking in narrow harbors.



Flying Boats }

Mainly used by the fishermen of Bikini Bay, flying boats have two wide wings that allow them to skip along the surface of the water like flying fish. The sight of two flying boats skipping alongside each other, trailing a net between them, is truly something to behold.

→ R Porco Grosso H

The latest rumors emanating from the factories of the Boarg Empire surround a battle tank known as the Porco Grosso. This leaked image—depicting the tank's designers, the Porco twins, standing next to their creation—is the only evidence of its existence. The Porco Grosso is believed to be capable of scaling vertical walls and attacking an entire battalion of enemy troops with a single volley.



Teachings for Aspiring Wizards



Run by a kind-hearted shopkeeper known as Old Lady Owlish, Owl's Cowls stock all manner of useful provisions. Should you want for something restorative, or materials for your cauldron, you would be wise to seek one out.

Owl's Cowls are found in several towns and villages, and traveling wizards would do well to visit them whenever the opportunity arises. Though every shop has a slightly different

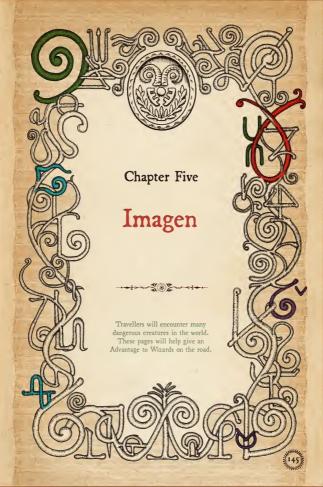
stock list, they all carry an adequate supply of the essentials. You are advised to purchase plenty of bread and coffee every time you visit-you would not want to run out in the heat of battle, after all ...

Types of Treasure Chest

Treasure chests are to be found in all sorts of locations, from bustling city squares to dark and dingy caverns. Ordinary treasure chests are red, but you will doubtless come across various other colors. Blue chests require a magic spell to open them, while green chests can only be opened with a special gun.

Be aware that many treature chests are rather well hidden, and that finding them may require some research. You may be certain, however, that great rewards await those who are willing to make the effort. A life lesson if ever there was one.





6

Imagen and Other Creatures

Your journey as a wizard will inevitably bring you into contact with all manner of magical creatures. While most will present an obstacle to your progress, others may yet become your Imagen-stalwart companions that will accompany you on your travels, and aid you in battle.

This chapter introduces many of the most common creatures, and provides direction on how they may be persuaded to become your Imagen.

What is an Imagen?

Creatures are sentient beings that are born from the hearts of living things. There are many different species in the world, certain of which can usefully be employed by wizards as Imagen. Since Imagen are often born from human hearts, many think that all Imagen are created in this way. This is not the case, however, Most creatures can become Imagen, irrespective of their provenance.

Anything with a heart-in the sense of a soul or a spirit-can give rise to a creature, including animals, plants, stars, and even certain man-made objects. Note that while creatures not born of humans are considered "wild," this does not preclude them from becoming Imagen. It is simply a matter of approaching them in the correct manner. The most important step in making a creature your Imagen is giving it a name. Naming creates a bond

between wizard and creature, and once you have formed this bond with a creature, it will willingly take up residence in your cage and become your Imagen.

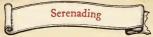
Key Points

- 9 Creatures are born from the hearts of living things.
- 9 All living things are capable of producing creatures.
- 9 Serenading and naming creatures makes them your Imagen, allowing them to be kept in your carrying cage.





Teachings for Aspiring Wizards



"Serenading" refers to the act of playing music to a creature in a bid to persuade it to become your Imagen. Those in possession of a Harp should should try screnading any creature that appears to be receptive, since such creature will invariably agree to become Imagen at the conclusion of a suitable song. Note that some creatures are more retient than others, and may refuse to listen to your overtures. All creatures are more receptive to powerful wizards than to feeble ones, however, so treat them to a taste of your magical power and they may eventually be convinced to take notice.

In practice, this usually means besting a creature on the battlefeld—further proof,



if any were needed, that while the true wizard should ever petition for peace, he should also be versed in the ways of war.

While the Carrying Cage provides a convenient way for a wizard to carry. Imagen around, its capacity is unfortunately limited. Should you acquir more Imagen than the cage will comfortably accommodate, some will have to be left in the care of the Imagen Manhole. The manhole can be a consected from most towns, as well as several

other locations. Note that the manhole is no mere hole in the ground. It is magically connected to another dimension, and has been known to facilitate some rather unexpected encounters.



The Carrying Cage

Once an Imagen has been acquired, it is imperative that it is immediately housed in the Carrying Cage. Don't worry if it seems to be too big-Imagen are capable of shrinking temporarily in order to fit inside. The Carrying Cage offers a stimulating environment in which your Imagen can train and relax. It is also a fine place to lavish affection upon them. Sages agree that showing warmth toward one's Imagen has a positive effect on their development, so do not be afraid to give them a treat or two.



A single glance at the Imagen in your cage should make it clear that the various species are all very different. Some are placid and predictable, while others are hot-blooded and apt to bite a wizard's finger off without warning.

Do not give up on your more violent Imagen, however. With a good upbringing and the right amount of love, they too will open their hearts and become your loyal companions.



Evolution

As your Imagen gain battle experience, they will start to learn various "tricks." There are many different tricks, and the ones that can be learned will vary from Imagen to Imagen.

Once an Imagen has acquired a certain amount of battle experience, it may be prompted to evolve into a more advanced creature—one quite different in both appearance and ability—via the administering of a special drop. The more times an Imagen undergoes evolution, the stronger it will ultimately become. When an Imagen evolves for the first time, it will assume a second form consistent with all other creatures of its type. When it evolves for a second time, however, it will assume one of two different final forms.



Evolution is the most common way to change the form and characteristics of an Imagen, but Rebirth is a much more dramatic way to transform your favorite Imagen friends. There is a rare and mysterious food that, when fed to an Imagen, will let you change the very species of the Imagen. The Imagen will be born again into something that is outside of its evolutionary tree. This process is called Imagen Rebirth. This is an interesting option for those wizards fortunate enough to find a rebirth drop, but the consequences of rebirth are much more than just a change of species. The reborn Imagen's accumulated experience, level, slot types, and skills are completely reser back to Level 1 of the new species. Your imagen will remember you after the change, though, and the name you gave it will remain. Mastering both evolution and rebirth will help a wizard discover a wider range of Imagen forms.



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Celestial Signs

Every creature is aligned with one of four celestial signs-sun, star, moon, and planet-each with its own distinct characteristics. Of these, a small minority of creatures are aligned with special, doubly powerful signs known as "twin signs." A creature's sign has a notable effect on its performance in battle. Creatures aligned with the sun sign, for example, are effective against those aligned with the moon sign, but ineffective against those aligned with the star sign.

While creatures of a given species commonly share a sign, this is not always the case, as other factors, such as habitat, also influence alignment. Finally, while an Imagen sign may affect its growth and metamorphosis, it is important to remember that battle experience is the most important factor in any Imagen development.

The Eight Signs and Their Effects



Sun

Creatures are proficient at firebased attacks and are fairly difficult to put to sleep.



Twin Sun

Creatures are highly proficient at fire-based attacks and are difficult to put to sleep.



Star

Creatures are proficient at storm-based attacks and are somewhat resistant to poison.



Twin Star

Creatures are highly proficient at storm-based attacks and are resistant to poison.



Moon

Creatures are proficient at water-based attacks and are fairly difficult to confuse.



Twin Moon

Creatures are highly proficient at water-based attacks and are difficult to confuse.



Planet

Creatures develop more quickly than those born under other signs.

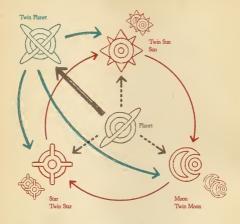


Twin Planet

Creatures develop much more quickly than those born under other signs.



How Signs Relate to Each Other How



The light of the sun will outshine the moon. The glow of the moon will put stars in shade. The glamour of the stars will cause sun to swoon. When two combine, their strength's sum is made. The once-ringed planet stands apart from the three, While the twice-ringed planet rules as king. Before it, sun, moon, and stars bend their knee, Yet it holds no sway o'er its once-ringed sibling.

In Ni No Kuni, you may occasionally find something known as a Travelling Egg. This doesn't mean that the eggs themselves can travel and move. Rather, these eggs will only hatch if they are carried around the world and passed between travellers.

If you ever have the fortune to find one of these eggs in your very own hands, there are two ways to interact with them. First, you can try to hatch them on your own, by Breaking them as soon as you get them. Rumor has it that low level eggs usually hatch into rare items. When you Break an egg you will get an Egg Point.



The second way to interact with Travelling Eggs is to set them up to Swap via Streetpass. When travellers swap eggs with each other, the egg level will go up. You can even attach messages to your eggs to greet fellow travellers from other worlds. When you have enough egg points you can break a high-level egg and hatch a rare Imagen.

There are certain shops in the world that will allow you to buy more eggs, but you can only carry up to four eggs with you at a time. You can check out your Travelling Eggs at any Imagen Manhole. Have fun trading Travelling Eggs with your friends, and see what sort of Items and Imagen you can hatch!











Wild Monsters



The world is home to all sorts of aweinspiring monsters, from fire-breathing dragons to towering giants. A wizard would do well to learn all that he can about such beings, since even a cursory understanding of their habits can make all the difference in the event of an unexpected encounter.

Note, however, that monsters do not remain the same for long. They are growing and evolving with every day that passes, and a tome such as this one cannot hope to contain exhaustive information on all extant varieties. That said, having absorbed the information contained herein, a true wizard should be able to deal with a new strain without further need to consult a textbook.

An Introduction to Imagen Genuses

Warriors	p154	Insect	p223
Beast	p160	Pixie	p 23 0
Water	p173	Dragon	p237
Bird	p185	Riddle	p 244
Gnome	p196	Demon	p 250
Mecha	p205	Ghost Ghost	p 256
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Warriors

Proud Warriors who boast great battlefield experience.

Warriors excel on the battlefield due to their offensive abilities, defensive power, and speed. Many of them are also adept at using weapons. Note that while all creatures like sweet things, Warriors are famous for their love of vogurt and strange distaste for ice cream.



Legendary Beasts

Guardians

Kind-hearted divine beings that protect the natural world.

Areas rich in life or natural energy, such as forests and volcanoes, are invariably protected by guardians. Though they are usually rather docile, they are wont to become enraged when their domain is threatened. Pictured here is the Guardian of the Woods, a mighty being known for harnessing the power of the wind in defense of its forest home.







Little Bighorn

Creatures that carry almost twice their body weight in the form of two large horns. Never observed without their masks, even in the most stifling of conditions.

Affinity: ▲ Common Sign: Physical Attacks 🗸 Star

Location:

Mount Dekarock ♦ Items Dropped: Flame Prism Bone Mask

O Skills: Blaze









Splatterhorn

Notable for their strong sense of

responsibility, these creatures never

abandon injured companions-or

show any mercy when taking

Bighorn

Creatures that charm enemies

with their elegant crest of feathers

before bludgeoning them with the

Extremely fond of fighting, individual bighorns have been known to take on hordes of enemies by themselves.

- Physical Attacks 🗸
- ▲ Star
- Ghost Valley
- ◆ Iron Gear Tail Claws
- @ Provoke

- giant horns they carry. Physical Attacks 🗸
- ▲ Moon ■ Unknown
- ◆ Meteorite Hades' Eye
- O Cure

- Physical Attacks 🗸 ▲ Moon
 - Unknown

revenge.

- ◆ Wines of Darkness
- Wings of Light
- O Life Rain



Purrloiner

Vexatious creatures, known to target wealthy humans and steal their valuables. This is almost always done for the thrill alone, and the plunder is soon returned.

- Affinity: Water X
- ▲ Common Sign: Moon Location: Unknown
- ♦ Items Dropped: None
- Relentless Slice O Skills:











Puss in Boats

Cutpurrse

Though these creatures will pick a wizard's pocket without a moment's hesitation, one need only tickle their ears to make them

- return what they have stolen.
- Fire ✓ Water X ▲ Moon
- Kayan Island ◆ Smokescreen Ball
- Jade Sphere
- Smoke Bomb

Puss in Bouts

Known to entice humans into duels, wagering their worldly possessions upon the outcome. They proudly wear their winnings as trophies.

These pirate-mad creatures have developed a swashbuckling fighting style, and even dress like their seafaring idols.

- Fire ✓ Water X
- ▲ Sun
- Unknown
- A Rainbow Stone Earthen Tears
- Rouse

- Water ✓ Fire X
- ▲ Moon
- Unknown
- · Seeds of Discord Moonlight Fragment
- Decoy Guard





Hog-Goblin

These curious creatures usually settle in mountainous areas, where they live in large communities. The sticks they carry are used for hunting, cooking, and more besides.

- Affinity: None

 A Common Sign: Moon
- ▲ Common Sign: Moon

 Location: Mount Dekarock
- ◆ Items Dropped: Blue Bark
 Sunbeam Ring
- Skills: Side Slash







Gobfather These creatures become very attached to their knives, and use

the same one for years at a time.

They don't seem to mind getting

Known to target travelers for their weapons and armor, gobspeeds adapt the equipment they steal for their own personal use.

Gobspeed

Gobforsaken

Hog-goblins that have become utterly evil. Known to hide in the shadows, waiting for the moment to deal an unsuspecting victim a fatal blow.

- None
- ▲ Star
- Coconanda Cavern

them bloody, however...

- ♦ Hearty Burger Black Steel
- O Smash Hit

- None
- ▲ Sun ■ Unknown
- ♦ Iron Diamond Earthen Tears
- Oure

- Darkness ✓ Light X
- ▲ Sun
 - Unknown
 - ♦ Iron Diamond
 - Earthen Tears

 O Darkbreath







Mighty Mite

Mermite Dynamite

Always brimming with life and gusto, these creatures are capable of knocking out an enemy with a single swing of their sword.

Not satisfied with having mastered the way of the sword, these mites are always searching for new challenges, in the shape of tougher enemies.

These mites are believed to have mastered the sword by training under a waterfall. Some wizards claim to have seen them part the sea itself with their blade...

- Storm ✓ Water X
- ▲ Star
- Caraway Island
- · Restorative Mallet Wildflower
- @ Rallying Cry

- Fire ✓ Water X
- ▲ Star
- Unknown
- ♦ Wings of Darkness Wings of Light
- Flame Cutter

- Water J Fire X
- ▲ Moon
- Unknown ♦ Saint's Eye
- Star Pearl
- Tsunami



Mite

Though small, these creatures have warriors' hearts and a fighting spirit that allows them to face up to any enemy without fear.

- Affinity:
 - Storm / Water X
- ▲ Common Sign: Location:
 - Sun Unknown
- ◆ Items Dropped: Unknown O Skills:
 - Codswallop









Burly Hurly

Hurcules Warriors to the bone, these

These highly trained warriors simply cannot resist a fight, and

will do whatever it takes to win.

Creatures who take great pride in their physical prowess. Their powerful punches are to be avoided at all costs.

creatures think of nothing but fighting from morning till night. It is unimaginable that they would ever consider fleeing from a battle.

- Fire ✓ Water X
- ▲ Sun
- Dragon's Den
- Panic Ball
- Twinkling Morel O Sweeping Punch
- Fire ✓ Water 🗙
- ▲ Sun
- Unknown ◆ Meteorite
- Hades' Eve Rouse

- Water ✓ Fire X ▲ Moon
- Unknown
- ◆ Ancient Keystone
 - Moonlight Fragment • Falling Rocks

Hurly

Extremely strong creatures who amuse themselves by juggling rocks-a true spectacle for the curious observer.

Fire / Water X Affinity:

▲ Common Sign: Star

Location: Unknown

◆ Items Dropped: Unknown O Skills:

Boulder Throw





Beast

A common sight in grasslands the world over, Beasts are some of Mother Nature's toughest warriors.

Beasts are swift, powerful creatures that generally live on grassy plains and other such flatlands. They tend not to use weapons, preferring instead to attack with their teeth, claws, and tails. Though naturally aggressive, they can be rendered amenable with dairy products except anything to do with grapes, which they dislike immensely.



Legendary Beasts

The Great Stag of the Grove

A roaring red stag that protects its bountiful forest home.

This proud beast is usually found near the spring in Morel Forest. Though its antlers change appearance on a regular basis, it is the same tag that has guarded the forest since time immemorial. Its mighty roar is used both for summoning the forest beats and for attacking enemies directly.







Generally found in warmer climes, these creatures are known for attacking with great speed. They do become rather docile when wet, These proud creatures generally eschew large groups in favor of a solitary existence. Their fiery breath is not something any wizard should take lightly. Though small in stature, these creatures move very rapidly and attack with great ferocity.

- Fire ✓ Water 🗙
- ▲ Sun
- Mount Dekarock◆ Obsidian
- Hungry-Wolf Fang

 Heat Ray
- Fire ✓ Water X
- ▲ Star
- Unknown ◆ Iron Diamond
- Earthen Tears

 Firebreath
- Fire ✓ Water X
- ▲ Star
- Unknown
- ◆ Moonlight Fragment Hades' Eve
- Body Slam



Ruff

Creatures that are usually seen tearing around the Basiluna Plains that surround Catnap Kingdom. Though generally rather frantic, they become utterly indolent at the first sign of rain.

- Affinity: Fire ✓ Water 🗙
- ▲ Common Sign: Sun
- Location: Basiluna Plains
- ◆ Items Dropped: Fluffy Bread
 Power Stone
- ⊙ Skills: Feral Roar







Rhinosaur

Creatures that enjoy a quiet existence in dense, verdant forests. Once battle has been joined, however, they do not hesitate to use their enormous bodies to crush the enemy.

- Affinity: Water X

 ▲ Common Sign: Sun
- Location: Basiluna Plains
- Items Dropped: Power Stone
 Twisted Horn
- Skills: Body Slam

st Ima





Rhinobore



Rhinosnore These creatures habitually slumber for long periods during the day, and

even when they are awake, one or

more of their limbs is invariably

Rhinobores have evolved special horns that allow them to skewer crevice-dwelling prey and eat them whole.

Rhinosaw

These creatures use their saw-like horns to tear into their enemies when angered. They are widely feared in the animal kingdom, and rightly so.

- still asleep.

 Water ×
- ▲ Sun
- Coconanda Cavern
- Dandy's Pipe Alarm Clock
- Rallying Cry

- Water ✓ Storm X
- ▲ Star
 Unknown
- ◆ Meteorite
- Wings of Light
- Earthquake

- Water ✓ Fire X
- ▲ Star
- Unknown
- Seeds of Discord
 Moonlight Fragment
- O Sumo Slap



Jabber

labbers are born from hearts that yearn for freedom. They are generally found deep in forests, playing or hunting as the mood takes them.

 Affinity: ▲ Common Sign:

Star

Location:

♦ Items Dropped: Obsidian

O Skills:

Storm X

Morel Forest

Stone Spear Full Moon









Stabber

Nimble creatures that attack their enemies with spears. As their gleeful expressions suggest, they have an insatiable appetite for mischief.

- Storm ×
- ▲ Star
- Kayan Island
- ♦ Wide-Awake Coffee
- Ancient Leaf
- @ Energetic

Though their spears are rather wonderful objects, it is generally accepted that the creatures themselves have no idea of their value.

Stabberwocky

- Storm X
- ▲ Moon Unknown
- ◆ Earthen Tears
- Wings of Light
- O Cure

Jabberguppy

Creatures whose "spear" is in fact a fish attached to a stick. Sages are unable to agree on why they would choose to use such a curious implement.

- Storm X
- ▲ Sun ■ Unknown
 - ♦ Wings of Darkness
 - Hades' Eve
 - Encourage

Baatender

Known for being extremely neurotic, once baatenders have deemed someone an annovance, they will not rest until the subject of their agitation has been driven away.

Fire X Affinity: ▲ Common Sign: Moon

Location: Basiluna Plains ◆ Items Dropped: Splash Stone

Grassy Cloak O Skills: Body Slam













Baabarian

Creatures with powerful rear legs that allow for very nimble movement. They are famed for showing no mercy to those who trespass on their territory.

These creatures are known for having a curiously sweet aroma and a soporific singing voice.

Baabie

Baarndancer

Blessed with a lightness of foot which allows them to approach foes unnoticed, many a watching wizard has been captivated by the graceful movement of these creatures.

- Fire X
- ▲ Moon
- Northern Mediirus
- Poison Arrow Saint's Eve
- O Sumo Slap

- Fire ✓ Physical Attacks X
- ▲ Sun
- Unknown
- Memory Moustache
- Star Pearl
- Lullaby

- Physical Attacks ✓ Water X
- ▲ Sun
- Unknown
- ♦ Moonlight Fragment Hades' Eve
- Dreambreaker





Sore Boar

Extremely aggressive creatures that charge into enemies on sight. Observers have confirmed that they survive by crashing into trees and consuming the fruit that falls off.

- Affinity: Fire X Moon
- ▲ Common Sign: Location: Morel Forest ◆ Items Dropped: Sturdy Bone
- Stone Knife O Skills: Sumo Slap







Crashing Boar

Short-tempered creatures that will charge toward anything that is not to their liking, aiming to smash it out of their way.

- Fire X ▲ Moon
- Rekka
- ♦ Wide-Awake Coffee Cool Rock
- Feral Roar

Hyperboar

The striking appearance of these short-tempered creatures makes them the subject of many a jealous look.

- Water ✓ Fire X
- ▲ Sun
- Unknown Ancient Keystone
- Moonlight Fragment
- Giant Rock

Full boars constantly simmer with rage and spout flames from their nose when they eventually boil over.

- Fire ✓ Water X
- ▲ Moon
- Unknown
- ♦ Memory Moustache O Star Pearl
- Heat Ray







Psychophant

Triumphant The bruising resulting from

Hierophant Though inherently wild and ill-

The sight of water spraying from these creatures' trunks is a sure sign that they are agitated, and preparing to charge.

● Water ✓ Fire X

Obsidian Shield

■ Dragon's Den

◆ Jade Sphere

Body Slam

▲ Sun

constantly charging into foes has prompted these creatures to pad the worst-affected areas with sturdy armor

disciplined, these creatures have been taught the value of education via repeated encounters with a large stone.

- ▲ Star
- Castle Arcano Azinbow Stone
- Beast King Fang
- Boulder Throw

● Fire ✓ Storm X

- Water ✓ Physical Attacks X
- ▲ Moon
- Unknown
- · Earthen Tears Wings of Light
 - Mega Jet



Inphant

These hill-dwellers are mainly known for their considerable bulk. The fact that they can squirt water from their trunk has come as something of a surprise to many an unsuspecting wizard.

- Affinity:
 - Water / Fire X
- ▲ Common Sign: Sun Location:
- Rasiluna Plaine ◆ Items Dropped: Smooth Leather
- O Skills:
- Large Fang Bazooka Soaker









Cobalt Wolgur

Silver Wolgur

Dark Wolgur So dark that even the brightest

sun cannot illuminate

Often found living in super hot places near volcanoes. Chews on rocks to keep its teeth sharp.

Very rarely, a silver wolgur is born. Considered a mutant by its own kind. Often alone.

completely. Making eye contact will shorten your life.

- Fire ✓ Water X
- ▲ Star
- Mount Dekarock
- Sturdy Bone
- Zebra Cloak @ Jaw Snap

- Water ✓ Fire X
- ▲ Twin Star Unknown
- Seeds of Discord Silver Claws
- O Glint

- Fire ✓ Physical Attacks X
- ▲ Moon
- Castle Arcano
- · Seeds of Discord Silver Claws
- O Darkness

Wolgur

Lurks in the shadows of trees waiting to pounce on its prey. Not afraid of much bigger foes.

Affinity:

Fire X

▲ Common Sign:

Twin Star

Location: ◆ Items Dropped: Sturdy Bone

Southern Mediirus

O Skills:

Stone Knife Rallying Cry





Beast







Lubber Club

Adamantiger

Elegantiger

Their fondness for training by the seaside has given these creatures a unique aptitude for beach-based combat. Rigorous training has made these creatures' muscles as hard as steel and capable of deflecting even the most vicious of blows. Having pushed themselves to the very limit in training, these creatures attack so quickly that their unsuspecting victims see nothing but a blur.

- Storm 🗙
- ▲ Moon
- Dragon's Den
- ♦ Heavy Bell Behemoth Claws
- Sand Splinters

- Storm 🗙
- ▲ Moon
- Unknown ◆ Star Pearl
- Scroll of Truth
- Body Slam

- Storm 🗙
- ▲ Moon
- Unknown◆ Wings of DarknessHades' Eve
 - Relentless Slice

Clubber Cub

Clubber cubs are obsessed with martial arts, and dedicate their whole lives to training for battle. Some of the more powerful ones have been seen crushing large boulders with a single blow.

● Affinity: Storm ×

▲ Common Sign: Sun

Location: Southern Mediirus

◆ Items Dropped: Poison Arrow Obsidian

Skills: Rallying Cry













Dumbelemur

Aye-Aye Sir Rendered all the more conspicuous by their bright yellow beards,

the rapid movements of these

Aye-Aye Catcher Though their ribbons and flowers make them look like pampered pets,

Though these bearded creatures often feign a dumb passivity, they are in fact extremely tenaciousespecially when babanas are involved.

creatures are known to befuddle their enemies

these creatures are famed for their capacity to save companions from catastrophe.

- None
- ▲ Star
- Rekka · Iron Diamond
- Hidden Power Seal • Hammer
- None ▲ Moon
- Unknown
- ◆ Meteorite
- Wines of Light O Confusion Blow
- None
- ▲ Moon
- Unknown ♦ Earthen Tears
- Wines of Light

O Prayer



Thumbelemur

Small creatures that are very fond of dancing. Their graceful movements and constant activity are known to be a source of encouragement to their companions.

- Affinity: ▲ Common Sign:
 - None Star
- Location: Northern Mediirus Wide-Awake Coffee
- ♦ Items Dropped:
- O Skille-

Dandy's Pipe Encourage





Sasquish

Though they dwell on only a handful of snow-covered islands, these creatures' mighty roars are so loud as to be audible in distant tropical climes.

- Affinity:
- Water ✓ Fire X Moon
- ▲ Common Sign: Location:
 - Glacia Panic Ball
- ♦ Items Dropped:
- Ice Flower
- O Skills:
- Feral Roar







Sasquash

Papa Sasquash

Mama Sasquash Known for the pouch in which they carry their young, mama sasquashes

are generally kind, but become very

aggressive when they believe their

Extremely mischievous creatures who are known to let snow collect on top of their heads before forming it into balls and pelting unsuspecting victims.

● Water / Fire X

▲ Sun

■ Glacia ◆ Ice Flower

Dew Horn

O Snowball

These widely feared beasts are believed to hail from the Glittering Grotto. Physically strong, they are also capable of directing blizzards towards their enemies.

Water ✓ Fire X

▲ Star Unknown

♦ Wake-Up Cappuccino

Magicine

● Snowstorm

child is in peril. Water / Fire X

▲ Moon Unknown

♦ Memory Moustache

Star Pearl

Body Slam

Loves digging in the dirt with the shovel that it always carries with it. Likes to bury its treasure.

Affinity: Fire / Water X ▲ Common Sign: Sun

Location: Mount Dekarock

♦ Items Dropped: Antidote Leaf

Obsidian O Skills: Cure









Shubbel

Loves to play in the dirt, but sometimes spotted sleepwalking above ground.

Rubbel

mountains. Often a nuisance, but toughest of stones. sometimes helpful.

Loves to explore old, abandoned Loves exceedingly hard rocks. Uses areas like tunnels in the its favorite drill to quarry even the

- None
- ▲ Sun
- Coconanda Cavern
- Black Steel Devil Fang
- Rock Throw

- Fire ✓ Water X
- A Twin Sun
- Unknown
- Memory Moustache Star Pearl
- Sarcophagus

- Water / Fire X
- ▲ Twin Sun
- Unknown
- ◆ Iron Diamond Earthen Tears
- Earthquake

An energetic beast from the Nieruda Desert. Tread carefully when walking in the sand near them or they will chase you down.

Affinity: None ▲ Common Sign: Moon

Location: Nieruda Desert

♦ Items Dropped: Sturdy Bone Wooden Hammer

O Skills: Sand Splinters









Snowpaca A crisp white coat and two beautiful horns. The thick coat

helps it stay warm in the coldest

A new species of Alpaca suddenly appeared with only one horn. It uses that horn to gore its enemies.

Bellpaca A cave-dwelling Alpaca whose

coat has turned dark from living in the depths of caves. It likes to rush out of the darkness when it attacks.

None

of places.

- ▲ Moon
- Coconanda Cavern
- · Restorative Mallet Black Steel
- Feral Roar

- None
- ▲ Twin Star
- Unknown ◆ Iron Diamond
 - Earthen Tears
- O Body Slam

- None
- A Twin Moon
- Unknown
- A Rainbow Stone Earthen Tears
- O Decoy Guard

Water · Legendary Beasts

Water



Fearsome creatures that lurk in the darkness of the depths.

Water types thrive wherever there is plenty of moisture, meaning seas, lakes, and even humid swamps. Their ability to move freely in water gives them an advantage over most travelers, so take great care when journeying through the aforementioned habitats. Creatures of this genus favor fruits and nuts over other kinds of foods, and they often refuse to eat dairy products.



Tentacles from the Deep

A monster that appears whenever there is a rainbow.

Even the youngest children in Bikini Bay are familiar with the legend of this sea monster. Supposedly, a rainbow reveals itself to night fishermen out at sea, and when they paddle out to investigate its origin, their boat is gripped by giant tentacles and dragged down to the depths. The legend goes on to specify that should anyone manage to escape the tentacles, they will be overcome instead by dazzling lights which rise from the sea bed. Note that the consequent absence of survivors makes this legend difficult to verify.







Kozak

Zutonic

Darfi

A weak swimmer that lives in valleys and like to throw boulders to capture its prey.

A Kozak look-alike that lives in cold places. It makes massive snowballs with its giant hands and throws them at enemies.

A beautiful and graceful white body blesses the Darfi. It uses its giant hands to launch offensive attacks.

- Water ✓ Fire X
- ▲ Sun
- Ghost Valley
- Cool Rock Brooch of Power
- O Cure

- Water J Fire X
- ▲ Star Unknown
- ◆ Ancient Keystone
- Moonlight Fragment
- Snowball

- Water J Fire X
- ▲ Star
- Unknown
- · Seeds of Discord Moonlight Fragment
- Energetic



Flipp

A sewer-dweller with massive front arms that allows it to jump to surprising heights. The rear legs are kinda useless and flappy.

Affinity:

Water J Fire X ▲ Common Sign:

Location: Catnap Sewers ♠ Items Dropped: Refreshing Coffee

O Skills:

Poison Bloom Waterball





When they arrive, you'll smell the

With beautiful crimson fins, these

Antipatty

sea and feel a sea-breeze. They manipulate the sea water around them to defeat their foes.

water creatures are freely able to produce scorching hot flames.

With wondrous fin colors, these creatures of the sea are able to manipulate the camoflauge themselves.

- Water ✓ Fire X
- ▲ Moon
- Northeastern Sea
- Alarm Clock Faith Flower
- Waterball

- Fire ✓ Water X
- ▲ Sun
- Unknown
- ♦ Wings of Darkness Wings of Light
- Heat Breath

- Water J Fire X
- ▲ Moon
- Unknown
- · Seeds of Discord Moonlight Fragment

Water Curtain

Patty

With skirt-like fins, these creatures are a little on the vain side. They may be pretty, but they are filled with poison. Don't touch them.

Water / Fire X Affinity:

▲ Common Sign: Moon Location: Southwestern Sea

◆ Items Dropped: Juicy Sandwich

Snowflake O Skills: Poison Breath



Water







Stranglerfish

Manglerfish

Spanglerfish

Having lured their prey with the eerie light from their antennae, these ocean creatures summon crashing waves to incapacitate them. Though these creatures have a gleaming jewel for luring prey, their terrifying appearance often scares away potential victims before they can be bitten. Distinctive creatures who hypnotize their prey by rhythmically swaying the striped tip of their antenna. The spell is broken as soon as they bare their teeth, however.

- Water ✓ Fire X
- ▲ Moon
- Northeastern Sea

 ◆ Panic Ball
- Cool Rock
- Tsunami

- Water ✓ Fire 🗙
- ▲ Moon
- Pirate King's Hideout

 ◆ Wake-Up Cappuccino
- Magicine Cappuccino
- Dreambreaker

- Water ✓ Fire 🗙
- ▲ Moon
- Unknown
- Wings of Darkness
 Scroll of Truth
 - O Cold Bomb

Danglerfish

These creatures hunt in dank, wet places, using their lanternlike antennae to lure prey before gobbling them up whole.

- Affinity: Water ✓ Fire ×
- ▲ Common Sign: Sun
- Location: Catnap Sewers
- ◆ Items Dropped: Splash Stone Snakeskin Cloak
- ⊙ Skills: Jaw Snap











Usually observed swimming in the ocean at sundown, these frog-like creatures attack their enemies by spitting freezing cold water at them.

Amphibious creatures who can survive in places where water is scarce. Their nomadic lifestyle is believed to be part of a quest for constant self-improvement. Born only in areas blessed with natural beauty and clear streams, these creatures look pleasant enough, but attack with genuine viciousness.

- Water ✓ Fire 🗙
- ▲ Moon
- Glacia
- Hearty Burger
 Memory Moustache
- Water Cutter

- None
- ▲ Star
- Unknown
- ◆ Star Pearl Scroll of Truth
- Rallying Cry

- None
- ▲ Star
- Unknown ◆ Star Pearl
- Wings of Light

 Encourage



Taddlywink

Creatures whose enthusiastic hopping makes them seem both charming and approachable. Be very careful, however—they have been known to strike unsuspecting onlookers with their poisoned tongue.

- Affinity: Water ✓ Fire ×
- ▲ Common Sign: Moon
- Location: Catnap Sewers

 ◆ Items Dropped: Antidote Leaf
- Splash Stone
- O Skills: Poison Guard

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Gaboss

A violent riverside hunter that waits patiently for its prey. After a tasty morsel passes by, it attacks from behind.

- Affinity:
- ▲ Common Sign: Location:
- ♦ Items Dropped:
- O Skills:
- Water 🗸
 - Twin Moon Whispering Waterfalls
- Refreshing Coffee Splash Stone Rallying Cry





Gabrawl Always irritable and in a bad mood, their large jaws allow them

to munch on almost anything.

Gabbon A crazy defender of their own space, they sometimes even attack their own friends by mistake.

With extremely tough skin, these are fearsome creatures in water. Count yourself lucky if you see

- Water ✓
- A Twin Sun
- Northeastern Sea
- · Restorative Mallet Obsidian
- O Chill Breath

- Water ✓ ▲ Moon
- Unknown
 - Memory Moustache
- Star Pearl O Cold Bomb

■ Water ✓

one and live.

- ▲ Moon Unknown
- · Iron Diamond
- Earthen Tears
- Fountain



A bit of an obsessive hoarder, it keeps everything it collects inside of its shell.

Affinity: Water ✓ Fire X

▲ Common Sign: Twin Star Location: Catnap Sewers

♦ Items Dropped: Power Stone Poison Fang

O Skills: Harden









Bayshell

Spikeshell

Mayshell

A resident of the Trail Coast. It seems to keep things in the pretty shell on its head.

about it.

Watch out for the dangerous spikes The splendid shell that it wears is on its shell. It really doesn't like designed to make it easier for taking its shell off, so don't ask others to become friendly with it.

- Water ✓ Fire X
- ▲ Star
- Trail Coast
- Skull Doll
- Ancient Leaf
- Water Cutter

- Water V Fire X
- ▲ Twin Sun ■ Unknown
- Saint's Eve
- Star Pearl Provoke
- Water V Fire X
- ▲ Star
- Pirate King's Hideout
- ♦ Wake-Up Cappuccino Magicine
- O Life Light

Gorus

A nocturnal beast that often sleeps in sand dunes during the day. The spiral shell it wears is incredibly hard.

● Affinity: Water ✓ Fire X

▲ Common Sign: Moon

■ Location: Caraway Island

◆ Items Dropped: Wide-Awake Coffee

Faith Flower

Skills: Harden



Imag







Gogorus

A dune-dweller that flies up out of the sand. The supremely hard shell it wears is a point of pride.

It uses its body to splash freezing cold water at its prey. When it gets really angry it sometimes escalates all the way up to creating a blizzard. With a beefy and strong shell, it

makes Gorus look well-behaved. Inside the shell is a source of scorching hot flames.

- Water ✓ Fire 🗙
- ▲ Star
- Trail Coast
- Hearty Burger
 Ancient Leaf
- Provoke

- Water ✓ Fire 🗙
- ▲ Twin Moon
- Unknown
- Star Pearl
 Scroll of Truth
- Snowstorm

- Fire ✓ Water 🗙
- ▲ Twin Sun
 - Pirate King's Hideout
 - ♦ Hearty Burger Herbal Extract
 - Pillar of Fire







Splisher

Creatures who prefer to live together in quiet, peaceful societies. So relaxed are their lives, indeed, that they are prone to falling asleep at any given moment.

- Affinity:
 - Water J Fire X ▲ Common Sign: Twin Sun
- Location: ♦ Items Dropped:
- Whispering Waterfalls Refreshing Coffee Splash Stone
- Water Cutter
- Skills:







Splasher

Snapper

Snipper Creatures who use their scissorshaped tails to give themselves a

daily haircut. Take care not to

disrupt this ritual-they produce

Usually found floating idly on the surface of the water, eating and sleeping would appear to be the only activities that interest these creatures.

- Water J Fire X ▲ Moon
- Northeastern Sea
- Brush of Evil's Bane Snowflake
- Fatigue

These gluttonous creatures have evolved long claws with which to pry open the shells of their favorite prey. A necessary adaptation, given their insatiable appetite.

- Water V Fire X
- ▲ Moon Unknown
- ♠ Meteorite Scroll of Truth
- Mega Jet

- crashing waves when enraged. ● Water ✓ Fire X
- ▲ Moon
- Unknown
 - · Earthen Tears Wines of Light

 - Tsunami









Hip-Hooray

These ominous-looking black and their enemies.

Springray

Noted for their spiky skin, these creatures have been known to skewer sailors who lean too far overboard.

red sea creatures use their long tails as whips with which to attack

Grimray

Capable of swimming much faster than their size would suggest, these creatures are usually within striking range before their prey even knows they're there.

- Water V Fire X
- ▲ Moon
- Northeastern Sea
- ♦ Wide-Awake Coffee Blue Bark
- Wicked Wind

- None ▲ Sun
- Unknown
- ◆ Ancient Keystone
- Moonlight Fragment Darkbreath
- Water J Fire X
- ▲ Moon
- Unknown
- ◆ Wings of Darkness Scroll of Truth
 - O Sumo Slap



Hooray

Sea creatures that use their broad fins to traverse the oceans. Though they appear to be rather docile, they have been known to jump out of the water and attack unsuspecting seafarers.

Affinity: Water / Fire X

▲ Common Sign: Southwestern Sea Location:

◆ Items Dropped: Faith Flower

Beastly Mask O Skills: Body Slam







Practices swimming in deep waters as a strengthening exercise. Swims to the ends of the ocean and back. Unparalleled speed in the water. When it really hauls tail a giant wave forms in its wake. Having thrown away its heritage in the water, this creature has mastered fire of all forms.

- Water ✓ Fire X
- ▲ Twin Star
- Northeastern Sea
- Poison Arrow
 Mist Flower
- Stream

- Water ✓ Fire X
- ▲ Moon
- Pirate King's Hideout ◆ Hearty Burger
- Herbal Extract

 Tsunami
- Fire ✓ Water 🗙
- ▲ Twin Sun
- Unknown
- ◆ Ancient Keystone Moonlight Fragment
- Firebreath

Flipper

Prefers to live in pure, clean water. If you see one, it means you can safely drink the water it is in. Uses a blade made of water to fight.

● Affinity: Water ✓ Fire ×

▲ Common Sign: Twin Moon

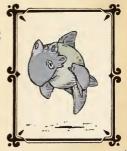
Location: Catnap Sewers

■ Location: Catnap Sewers

♦ Items Dropped: Fluffy Bread

◆ Items Dropped: Fluffy Bread Power Stone

O Skills: Water Cutter



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Imagen







Seedfrog A frog that uses the seeds of trees to dye its clothes. A misbehaving and troublesome little fiend.

A bit of a bad dude that wears cool clothes. Deep down, he might be nicer than he seems.

Coolfrog

A frog with a peculiar sense of fashion, though it seems she's confident in her stylistic choices.

● Fire ✓ Water X

- ▲ Twin Star
- Skull Doll
- Heavy Bell Water Cutter
- Kayan Island
- ▲ Moon Unknown · Seeds of Discord Moonlight Fragment
- O Ice Fall

● Water ✓ Fire X

- None
- ▲ Sun
- Unknown · Saint's Eve
- Star Pearl O Life Rain

Patchfrog

A lovely little frog that wears homemade clothes. It jumps on its coiled legs and attacks from above.

Affinity:

None

▲ Common Sign: Star

Location: Unknown

◆ Items Dropped: Unknown

O Skills: Provoke





Bird

Winged beasts that soar upon the six winds.

Most Birds use their wings to take to the skies and pounce on unsuspecting victims from above, often using their sharp beaks as weapons. Birds will eat almost anything they can peck at, but have been observed to have a particular fondness for berries and babanas, with yogurt a reasonable substitute when their favorites are in short supply.





Legendary Beasts

Master of the Skies

A charm worn by those who ride upon cloud sweepers.

The image on the right depicts a charm that is very popular among those who ride Cloud Sweepers. Believed to represent a legendary creature that once served the Goddess of Haven, this simple yet attractive ornament is said to bring luck to all who fly.







Minor Byrde

Creatures who fly by flapping their broad wings. Sharp of eye and very speedy, it is rare for prey to escape once spotted. Byrdes are unique in that they spend their entire lives in the air.

- Affinity:
- None ▲ Common Sign: Moon
- Location: Unknown
- ◆ Items Dropped: Unknown

O Skills:

Whirlwind Slice







Major Byrde

These bird-like creatures are swift as the wind itself, and have talons as sharp as knives.

Firebyrde

Creatures that rain fire upon their enemies from above. In days of yore, firebyrdes were mistakenly believed to be relatives of the legendary phoenix.

Thunderbyrde

These flying beasts swoop down upon their prey with lightning speed and fry them to a crisp with blasts of electricity.

- None
- A Sun
- Coconanda Cavern
- ◆ Wide-Awake Coffee Saint's Eve
- O Rallying Cry

- Fire ✓ Water 🗙 ▲ Sun
- Unknown
 - · Earthen Tears
- Wines of Light Blazebreath

- None
- ▲ Star Unknown
- · Iron Diamond
- Earthen Tears Spark

Easily identifiable due to their magnificent crests, these creatures are often heard at dawn, crowing together in large numbers. As a result, they are often referred to as "Desert Alarm Clocks."

Affinity: Storm X ▲ Common Sign: Star

Location: Southern Mediirus

O Skills: Spin Drop

♦ Items Dropped: Fluffy Bread Blue Bark









Mohawk

Once these creatures have sighted their prey, they will chase it until it collapses from exhaustion. They are also known to use their sharp crest as a weapon during battle.

Prohawk

Very similar to mohawks, but much faster as a result of special training undertaken at a secluded mountain retreat.

Snowhawk

These creatures' crests are cold enough to produce flurries of snow from thin air, causing significant damage when directed towards enemies.

- Storm ×
- ▲ Sun
- Kavan Island
- ◆ Jade Sphere Poison Claws
- Fatigue

- Storm ✓ Water X
- ▲ Sun
- Unknown
- Memory Moustache Star Pearll

- Water ✓ Fire X
- ▲ Moon
- Unknown ◆ Saint's Eve
- Star Pearl
- Snowball

Whambat

Though these creatures tend to keep to the dark caves that they inhabit, they are able to sense when their companions are in danger and will fly to their rescue wherever they are.

- Affinity: Storm /
- ▲ Common Sign: Sun
- Location: Caraway Island
- ◆ Items Dropped: Juicy Sandwich Snowflake
 - O Skills: Wicked Wind







Wishing Whambat

These creatures will invariably fly to the aid of a comrade in crisis, flapping their wings to create a mighty wind that drives away the aggressor.

- Storm /
- A Star
- Kayan Island
- · Hearty Burger Twinkling Morel
- @ Gale

Whampire Bat

Often believed to be selfish creatures due to their insistence on doing things their own way, they are in fact rather kindhearted and generous.

- ♠ Storm ✓
- ▲ Star ■ Unknown
- Saint's Eve Star Pearl
- O Curse Shot

Captain Whamtastic

Creatures who will fly to the aid of anyone who cries "help," Their propensity to protect the weak and reject evil makes them a true ally of justice.

- Storm ✓
- ▲ Star
- Unknown ♠ Meteorite
- Scroll of Truth
- Rouse



Kurtey

A common bird found in almost every place imaginable. May try to steal your lunch, if you eat it in a place with tall grasses.

- Affinity:
- Storm /
- ▲ Common Sign: Stat
- Location: ♦ Items Dropped:
- Basiluna Plains Antidote Leaf Smooth Leather
- Exhaustion
- O Skills:







Murtey

Gurtey

Keeps its claws out while it walks. Watch out, as it has high-level defense strategies.

Loves to sing, but is rather tone deaf and really shouldn't. As a result, is often a bit stressed out.

Loves to dance more than anything else. Will dance in circles until its eyes roll around in its head, making it easy prey.

- Storm /
- ▲ Star
- Coconanda Cavern
- Hearty Burger Black Steel
- Whirlwind Slice
- Storm ✓ A Twin Star
- Unknown
- ♠ Meteorite
- Hades' Eve
- Lullaby

- Storm ✓
- ▲ Twin Moon
- Unknown ♠ Meteorite
 - Scroll of Truth
 - Energetic



These creatures' large red wings

produce searing flames when

flapped. It has been noted that

grumpeafowl can run faster than

Grumpeafowl Wimpeafowl

The expression on the face formed by these creatures' wings changes as their feathers are shed, meaning some reckless pluckers have ended up looking rather alarming.

Hippeafowl

they can fly when enraged.

These sensitive souls will cry at the slightest provocation. Do not

think that this makes them easy

targets, however-their tears are

accompanied by violent storms.

- Storm ✓
- ▲ Star
- Trail Coast
- Smokescreen Ball Jade Sphere
- O Sand Splinters

- Fire ✓ Water X
- ▲ Sun Pirate King's Hideout
- ◆ Hearty Burger Herbal Extract
- Blaze

- Water ✓ Fire X
- ▲ Moon
- Unknown
- ◆ Ancient Keystone Moonlight Fragment
 - Windmill



Sleepeafowl

Curious creatures whose plumage forms a face when correctly aligned. They tend to wait in trees for a suitably weak victim before using their wings to blow sand in its eyes.

Affinity: Storm 🗸

▲ Common Sign: Location: Basiluna Plains

◆ Items Dropped: Refreshing Coffee Poison Bloom

O Skille-

Dreambreaker









Strongo

Fluorongo

Electrongo

This placid creature has a loping gait that is utterly at odds with the

fierce power of the lightning bolts

Caring creatures who are often seen tending to their companions' wounds. Boasting the avian equivalent of a goatee beard and bushy eyebrows, fluorongo could be mistaken for wizards when banishing enemies with a flash from the tip of their staff.

it fires at enemies.

- Water ✓
- ▲ Sun
- Dragon's Den
- Lullaby Trumpet Heavy Bell
- O Life Light

- Fire X Water ✓
- ▲ Sun
- Unknown
 ◆ Memory Moustache
- Star Pearl
 Shining

- Storm ✓ Water 🗙
- ▲ Star
- Unknown◆ Ancient Keystone
- Moonlight Fragment

 Thunder

Drongo

Creatures noted for the single decorative plume that adorns their head. Though they do not enjoy fighting, they are capable of unleashing powerful electrical attacks when enraged.

- Affinity: Water ✓
- ▲ Common Sign: Moon

 Location: Unknown
- ◆ Items Dropped: Unknown
- Skills: Virilio



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Knightingale Paladin Partridge

Bushido Bantam

Creatures whose heroic appearance gives courage to those who fight alongside them. Rumor has it that their eyes burn bright red within their helmets.

Ostentatious creatures who wish to become legendary heroes and can often be seen rashly risking their lives for others during battle. Loyal creatures, known for their calm and rational decision-making. They train rigorously every day, and show respect toward even their most bitter rivals.

- None
- ▲ Star Unknown
- Unknown O Life Light

- None ▲ Star
- Unknown
- Unknown O Cure

- None ▲ Star
- Unknown ◆ Unknown
- Encourage

Fightingale

These creatures are easily embarrassed and blush whenever anyone looks at them. They hide their shame by wearing a tough homemade helmet that covers their entire head.

Affinity:

None

▲ Common Sign: Location:

Star Unknown

O Skills:

◆ Items Dropped: Unknown Provoke









The heart-shaped outline of these creatures' faces means that they are often drawn by children as symbols of peace.

Never seen without their top hat and glasses, sharp-hooters' chivalrous nature means they are unable to stand idly by when there

is a damsel in distress.

The pattern on hooting-stars'

breast plumage looks like a giant face, and is genuinely terrifying when glimpsed at night.

- Storm ✓
- ▲ Moon
- Unknown
- ◆ Unknown
- Spark

- Storm ✓ ▲ Moon
- Unknown
- ◆ Unknown Wind

- Storm ✓
- ▲ Moon
- Unknown
- ◆ Unknown O Gale



Tu-Whit

These nocturnal creatures are usually asleep during the day, though rumor has it that their narrow eyes see the truth in all things, even when closed.

- Affinity: Storm 🗸 ▲ Common Sign: Moon
- Location: Unknown
- ◆ Items Dropped: Unknown
- Skills: Prayer

Nightmares

The Worst Dreams You've Ever Had...

As briefly mentioned in the introduction to the Locket, people become Hollowed when the virtues that make up their heart are lost or stolen. While most Hollowed people can be returned to normal by restoring the virtue that is missing from their heart, some can be possessed by nightmares—a predicament that is rather more difficult to resolve.

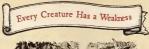
Nightmares are mysterious presences that consist entirely of evil. They seep into the cracks that form in broken hearts, further disrupting their balance. Those who are possessed by nightmares lose sight of themselves completely and become totally different people. Since Nightmares do not generally alter a person's appearance, however, their fireds and family may not even realize that the victim has been possessed.

To return the victims of possession to their old selves, one must first drive away the Nightmare. Only then can the missing virtue be restored to their heart.





Teachings for Aspiring Wizards





Knowledge is Power

Each creature has its own strengths and weaknesses, much like each witand. Unlike wizards, however, such attributes are largely determined by a creature's genus and species. Deerbeast, for example, have been found to be highly susceptible to poison, many wizards having observed their pronounced reaction to both natural and manamade toxins.

Mecha, on the other hand, are generally resistant to poison but suffer badly when subjected to electrical attacks, which disrupt their inner workings and prevent them from operating correctly.

Elemental traits of this kind can vary widely within a genus, and even between metamorphically linked species. This is due to the fact that some creatures knowingly sacrifice their affinity with one element in order to increase their affinity with another during metamorphosis. One need only compare a Fire Ogrrr and a Water Ourrs to comprehend the developmental consequences of such a choice.

Creature attributes are therefore extremely varied. Remembering a creature's strengths and weaknesses, and adjusting one's plan of attack accordingly is no mean feat, but the Magic Master is here to help. This volume contains extensive information on various enemies' most important characteristics, so be sure to consult it prior to battle. Such knowledge may save your life.

Finally, it should go without saying that no single attack, spell, or strategy will prove equally effective against every enemy. There are no shortcuts in wizardry. Only through study and training can one hope to become a sage.



Gnome

Beware those whose size makes them appear harmless...

Gnomes are very small creatures whose adorable appearance has lured many an unwary traveler to his doom. They are very fond of creme caramel, custard pudding, caramel pudding, and all kinds of yogurt, and have never been known to turn one down as a treat.



Legendary Beasts

Chubel the 17th

The mouse king who stood up to the cats.

No rivalry in the natural kingdom is as great as the one that exists between mice and cats. Though the cats' superior size and strength have always given them the upper hand, one mouse king's fleet feet and quick wits caused untold torment to his feline foes. His favorite trick became known as "cat fishing," and involved dangling his tail out of a mousehole to attract a cat's attention before quickly withdrawing it, just as his hapless victim crashed headfirst into the wall, unable to squeeze through the tiny opening.



These creatures are believed to have sprung from the hearts of sun-kissed plants, and have the invaluable ability to send their enemies to sleep.

Affinity: Water X ▲ Common Sign: Twin Sun

Location: Bikini Bay ♦ Items Dropped: Fluffy Bread Obsidian

O Skills: Dreambreaker









Flummox Floret

These creatures are rarely encountered, preferring to live hermetic existences in coastal regions. They are known to cause confusion in their enemies.

- Water X
- ▲ Sun
- Trail Coast
- Exhaustion Blanket Twinkling Morel
- O Confusion Blow

Horrid Floret

Vicious creatures that will gladly attack anyone who approaches them. The stubby leaves on their heads are as sharp as knives and contain a potent toxin.

- Water X
- ▲ Star
- ◆ Earthen Tears
- Wings of Light
- Unknown
- Poison Cutter

Florid Floret

Though these colorful creatures are usually full of cheer, they aren't afraid to use their needle-like claws when they get angry.

- Water X ▲ Star
- Unknown
- ◆ Wings of Darkness Hades' Eye

- Affinity: Storm X
- ▲ Common Sign: Sun
- Location: Catnap Sewers
- ♦ Items Dropped: Refreshing Coffee Smooth Leather
- O Skills: Side Slash









Jackrabbot

These creatures are very fond of wrenches, and are never seen without one. Indeed, they even take a wrench with them to bed.

Whackrabbot

Their hammers are always at the ready, and are swung at anything that is deemed to be "sticking out."

Hackrabbot

Though these creatures look utterly terrifying, they are mostly just very lonely, and are believed to spend their days searching for a friend.

- Storm ×
- ▲ Sun
- Rekka
- · Iron Gear Bomb
- O Smash Hit

- Storm X ▲ Sun
- Unknown
- Ancient Keystone
- Moonlight Fragment
- O Sneak Attack

- Storm X
- ▲ Moon Unknown
- Rainbow Stone Earthen Tears
- Relentless Slice



Tyke

Equipped with both shield and spear, these creatures attack anyone who dares approach their forest home. Though their spear is short, its head is very sharp, and is to be avoided at all costs.

- Affinity:
- Storm X
- ▲ Common Sign: Sun
- Location:
- ♦ Items Dropped: Wildfi
- O Skills:

Caraway Island Wildflower

Full Moon







Pike Tyke

Though these creatures are very

Spike Tyke

Crazed creatures who lure disoriented travelers ever deeper

Psych Tyke

Though they are very proud of how well they know the forest, spike tykes are utterly lost as soon as they step outside it.

disoriented travelers ever deeper into the woods. They are believed to be willing to protect the leaf on top of their heads with their lives. fond of fishing, it is believed that the fish they carry with them is for companionship, not consumption.

- Storm ×
- ▲ Sun
- Kayan Island
- ★ Heavy Bell
- Heavy Bell
 Yggdrasil Spear
- Smoke Bomb

- Storm X
- ▲ Sun

 Unknown
- Saint's Eye
 Star Pearl
- Body Slam

- Storm ×
- ▲ Sun
- Unknown
- Moonlight Fragment Hades' Eve
- Hades' E
- O Tsunami







Sperrale

Sparrala

The fish they always carry with

Spirrali

These creatures will fight with every last ounce of their being. The clubs they carry really hurt!

them is useful as a weapon, but also as a snack! These guys love a good fight. Always eating, these little critters carry a giant hunk of meat with them to nibble on and to whack their enemies with.

- Fire 🗙
- ▲ Moon
- Caraway Island◆ Poison Arrow
- Snowflake
 Rallying Cry

- Fire X
- ▲ Twin Moon
- Unknown◆ Saint's Eve
- Star Pearl

 Encourage

- Fire X
- ▲ Twin Moon
- Unknown ◆ Meteorite
- Scroll of Truth

 Sweeping Punch



Ferrale

These critters are tiny, but they sure do pack a punch! They won't back down from any fight.

● Affinity: Fire X

▲ Common Sign: Moon

Location: Bikini Bay

◆ Items Dropped: Refreshing Coffee Storm Seeds

⊙ Skills: Smash Hit











Turburn

Turban Myth These denizens of the Shipwreck

Turban Legend Usually found dwelling in icy caverns, these creatures can

control the weather with ease.

Many a hapless traveler has met a

Generally found on windswept plateaus, far away from human habitation, these creatures use scarves to hide their faces and conceal their thoughts.

Shore are able to command flames with a grace that is truly something to behold.

● Water J Fire X

- ▲ Sun
- Fire ✓ Water X Glacier Grotto
- Dragon Fossil
- Magical Bracelet Heat Breath
- Fire ✓ Water X
- A Sun
- Unknown
- ◆ Moonlight Fragment Hades' Evet
- O Pillar of Fire

- snowy end at their hands. ▲ Star
- Unknown
- · Seeds of Discord Moonlight Fragment
 - O Snowstorm

Turbandit

These curious creatures, believed to be born from the wands of wizards who perish in the desert, launch fireballs at their foes without the slightest warning.

Fire / Water X Affinity:

▲ Common Sign:

Sun Location: Bikini Bay

◆ Items Dropped: Flame Prism Ivy Bracelet

O Skills:





Gnome







Wild Idler

All-Seeing Idler

Evil Idler

Creatures who are fond of striking strangers with their clubs. Despite this violent habit, they are invariably upset when people refuse to befriend them.

Creatures who have, through their experiences, achieved a form of enlightenment that enables them to dramatically boost their strength when necessary.

Evil creatures, well versed in all the darkest arts. No right-thinking wizard would ever trust an evil idler, as they may be relied upon for nothing but duplicity.

- Storm ×
- ▲ Moon
- Unknown
- Unknown O Smash Hit

- Storm × ▲ Sun
- Unknown
- Unknown
- Rouse

- Storm ×
- ▲ Sun Unknown
- ◆ Unknown Darkbreath

Idler

Fundamentally lazy creatures. Even their periodic bursts of energy do not last very long.

- Affinity: Storm X ▲ Common Sign: Moon
- Location: Unknown
- ◆ Items Dropped: Unknown Rallying Cry
- Skills:













Mount Dekarock is infested with these troublesome creatures, who are unaccountably attached to the burning rocks they insist on

Aggressive creatures with a permanent ill-natured grin. The fire on top of their head burns brighter as they get angrier.

Flash fries' iron masks allow them to withstand the hottest and brightest of flames, while also keeping their identity a secret from prying eyes.

- carrying everywhere. ● Fire ✓ Water X
- ▲ Star
- Corpse Lake Dragon Fossil
- Blacksmith's Seal @ Firebreath

- Fire ✓ Water X ▲ Star
- Unknown
- ♦ Memory Mustache Star Pearl
- Fire ✓ Water X ▲ Star
- Unknown ◆ Memory Moustache
- Star Pearl • Heat Ray





Mischievous little creatures that reside in the foothills of Mount Dekarock. They like nothing more than playing with fire, much to the annoyance of those who have to live alongside them.

- Affinity: ▲ Common Sign:
 - Fire / Water X Moon
- Location: ♦ Items Dropped:
 - Mount Dekarock Flame Prism Bomb
- O Skills:
- Fireball







Gnome



Dinkey

Creatures that are born from the keys of houses that hold precious memories. Having a dinkey appear in your house in considered an extremely auspicious omen.

Storm / Water X

- Affinity: ▲ Common Sign:
- Moon
- Location: ♦ Items Dropped:
- Unknown Unknown
- O Skills:
- Encourage





Turnkey

Master Key

Don Key

Surprisingly vain creatures that have been observed combing their beard using the teeth of their trusty key.

These creatures are believed to be experts in all things key-related, and appear to spend their lives looking for more keys to add to their collection.

Many of these creatures are believed to have vast fortunes locked away, though most have long forgotten which key to use to access them.

- Storm / Water X
- ▲ Moon

- O Cold Bomb

- Fire ✓ Water X
- ▲ Moon ■ Unknown
- ◆ Unknown
- Flame Cutter

- ▲ Star
- Unknown
- ◆ Unknown
- Exhaustion

- Storm ✓ Water X
- Unknown
- ◆ Unknown

Mecha

Sentient creatures born from the products of Man's ingenuity.

Since the creation of the first rudimentary tool, human ingenuity has driven civilization onwards, resulting at length in the complex machines we see today. That certain of these machines should become sentient, however, arose not from human design, but from the life found in all things.

Despite their mechanical nature, Mecha have appetites just like every other creature, and are known to be fond of solid, firm treats like caramels.



The Moving Monument

A guardian of many limbs.

This large stone statue is to be found in the Temple of Trials, an ancient structure that lies to the north of the Nieruda Desert. Though it appears to be an ordinary monument, there are persistent rumors that it moves around during the night. Indeed, many wizards-in-training have reported seeing it with its eyes ablaze in the darkness, gesticulating silently with its four arms.





Monolith

Usually found in and around abandoned temples, monoliths are ancient stone tablets brought to life. Extremely sturdy, they turn aside most blows with ease.

- Physical Attacks 🗸 Affinity:
- ▲ Common Sign: Sun
- Location: Caraway Island
- ◆ Items Dropped: Panic Ball
- Wildflower O Skills: Harden









Megalith

These lively creatures are full of curiosity, and simply will not stop pestering anyone who visits the ruins in which they reside.

Paleoliths can generate an electrical charge by spinning their faces at high speed. This circular movement also has the effect of disorienting their enemies.

Paleolith

Neolith

Though generally passive and motionless, out on the battlefield these creatures scorch their enemies by spouting flames from their mouths.

- Physical Attacks V
- A Star
- Nachelnacht Ruins
- · Hearty Burger Dragon Fossil
- Provoke

- Physical Attacks
- ▲ Moon
- Unknown Star Pearl
- Scroll of Truth
- Spark

- Physical Attacks 🗸
- ▲ Sun
 - Castle Arcano
 - A Rainbow Stone Glorious Lance
 - O Pillar of Fire







Sprog Cog

Cog-shaped creatures that are capable of slotting into broken machines, bringing them back to life. They are also thought to drain their enemies' spirit.

- Affinity: None

 Common Sign: Twin Sun
- ▲ Common Sign: Twin Sun

 Location: Rekka
- ◆ Items Dropped: Juicy Sandwich Iron Gear
- O Skills: Exhaustion







Hot Cog

Supercogductor

Cogdenser

These creatures have learned to cool down overheating machines

by throwing snowballs at them,

and are therefore very useful to

Creatures that create havoe by inserting themselves into the mechanisms of brand-new machines, often causing them to burst into flames.

● Fire / Water X ■ Sto

▲ Moon

Kayan Island

♦ Iron Gear Bomb

Fireball

Though these creatures would love nothing more than to be part of a mechanism, their strong electrical charge means that no engineer dare work with them.

work with them.

● Storm ✓

▲ Star

Unknown

Seeds of Discord
 Moonlight Fragment

Lightning

● Water ✓ Fire X

▲ Sun

Unknown

have around.

◆ Star Pearl Scroll of Truth

Snowstorm



Spinion

Larkion

A cool looking creature that has horns. It likes to bully others by

Skillfully weilds a giant gear in battle. His only weak point is that he is prone to playing with his prey rather than just attacking

Wearing a gear around the neck wherever he goes, this little fella is dedicated to his image.

- Water •
- Storm ✓ ▲ Star
- Nachelnacht Ruins
- ◆ Dandy's Pipe Warrior's Sword
- Body Slam

● Water ✓ Fire 🗙

spraying water at them.

- ▲ Moon
- Unknown
- Ancient Keystone Moonlight Fragment
- Bazooka Soaker
- Storm
- ▲ Star ■ Unknown
- Memory Moustache
 Star Pearl
 - O Cure

Pinion

An imagen who likes to wear a gear around its neck. Such a large gear commands respect from everyone around him.

● Affinity: Storm ✓

▲ Common Sign: Star

Location: Rekk:

◆ Items Dropped: Wide-Awake Coffee Iron Gear

○ Skills: Electrick Shock









Iron-Man

Steam-Man

Beam-Man

Bristling with both high-voltage electricity and nervous tension,

The iron-man's persistent mechanical din means that other creatures tend to keep their distance. Extremely strong, steam-powered creatures. Once on the charge, they are nigh on unstoppable.

these creatures emit cascades of sparks whenever they are surprised.

- Physical Attacks

 Storm
- ▲ Star
- Nachelnacht Ruins ◆ Dandy's Pipe
- ◆ Dandy's Pipe

 Bomb

 O Curse Shot
- Physical Attacks

 Storm
- ▲ Sun
- Castle Arcano◆ Meteorite
- Knight's Armor
- Body Slam

- Physical Attacks
 Storm
- ▲ Moon

 Unknown
- Seeds of Discord
- Moonlight Fragment
- Spark

Tin-Man

Composed entirely of metal, these creatures are known for the distinctive clanging sound they make when they walk, which unfailingly alerts enemies to their presence.

● Affinity: Physical Attacks ✓ Storm X

Affinity: Physical A
 Common Sign: Twin Star
 ■ Location: Rekka

♦ Items Dropped: Drill Screw

Life Eater

O Skills: Provoke



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Mecha





ClinketyclankV2

Clinketyclank LX

Clinketyclank DX

These creatures are blessed with a host of functional enhancements, including powerful electric limbs. These creatures carry a strong electrical charge that can be unleashed upon their enemies at a moment's notice. Despite their mechanical construction, these creatures have a beating heart that's full of courage. The drills mounted on their arms are their weapons of choice.

- Storm ✓
- ▲ Star
- Coconanda Cavern
- ♦ Black Steel
 Bomb
- Glint

- Storm ✓ ▲ Star
- Unknown
- Moonlight Fragment Hades' Eye
- Spark

- Storm ✓ ▲ Star
- Unknown
- ◆ Meteorite
 Hades' Eve
- Laser

Clinketyclank

Believed to be born from discarded mechanical toys, these metal creatures stomp around in the dead of night, long after most wizards have gone to bed.

● Affinity: Storm ✓

▲ Common Sign: Star

Location: Ghost Valley

◆ Items Dropped: Cool Rock End of the Road

O Skills: Virilio





Imag









Luckoo

Antickoo

Godkoo

An old, beat-up clock with a chime that sounds the hours, and sends friends and foes alike into a deep sleep.

A creature who seems to only exist within legends. An antique, but a beautiful one.

A gold body and gears made to perfection means that this clock will likely run without stop forever and ever.

- Fire X
- ▲ Star
- ◆ Unknown
- Unknown Alarm Clock
- Fire X ▲ Twin Star
- Unknown
- Unknown ♠ Life Rain

- Fire X
- ▲ Twin Star ■ Unknown
- Unknown
- Big Rehab



Cuckoo

Long long ago, this old clock was tossed away as trash. It became the home for a lost soul, and is now always on time.

- Affinity: Fire X ▲ Common Sign: Star
- Location: Unknown
- ◆ Items Dropped: Unknown O Skills: Energetic





Fuddy-Daddy

Though they are always cajoling everyone around them, it would seem that fuddy-daddies are just lonely creatures, desperately seeking attention.

- Affinity:
- ▲ Common Sign: Location:
- ♦ Items Dropped:
- Skills:

Storm / Water X

Moon Nachelnacht Ruins

Dragon Fossil Powerful Mask

Provoke





Big Daddy

Big daddies are very proud of the metal armor that keeps them safe from attack. They are less proud of the fact that it rusts easily upon contact with water.

- Storm ✓ Water X
- ▲ Moon
- Coconanda Cavern
- ◆ Memory Monstache Iron Sand Robes
- Spark

Grand-Daddy

The trademark "pipe" in the mouth of these mechanical creatures is actually an exhaust port through which they release the gases produced by their inner workings.

- Storm ✓ Water X
- ▲ Star
 - Unknown · Earthen Tears
 - Wines of Light
 - O Smoke Bomb

Baddy-daddies' appetite mischief is even greater than their appetite for food. Nothing makes them happier than a troubled expression on a human face.

- Fire ✓ Storm X
- ▲ Star
 - Castle Arcano
 - ◆ White Pipe Giga Crash
- O Sumo Slap

Wild



Creatures born from verdant plants.

Wild-types are creatures born from grasses, trees, or fruits-any type of plant life, in other words. They are therefore mostly found in forests and other areas of abundant vegetation, Wild-types are known to favor berries and other juicy fruits.



Legendary Beasts

The Guardian of Mount Dekarock

A giant greater than a mountain.

Legend has it that a gargantuan fire-breathing monster prowls the summit of Mount Dekarock. Obtaining accurate information about this beast is made difficult by its inhospitable location-reaching the top of Mount Dekarock involves countless perils, and is not for the faint of heart.





Daikon

At night these creatures ride the winds en masse. They fight with sap that they store in their bodies.

- Affinity: Fire X
- ▲ Common Sign: Planet
- Location: Whispering Waterfalls
- ♦ Items Dropped: Refreshing Coffee Poison Bloom
- O Skills: Healing Drop





Sprykon



Ninkon They search for food deep in the



Flykon These little critters seem to like to accumulate useless facts. They

When you get close to these creatures they fly up and attack. They always seem to have a stupid look on their faces.

- dark depths of forests at night. They have poisonous leaves that they use to give them an advantage in battle.
 - Fire X
 - ▲ Twin Sun ■ Unknown
 - ◆ Iron Diamond Earthen Tears
- Ancient Leaf Poison Cutter O Life Light

- Fire X
- A Twin Sun ■ Unknown
- ◆ Moonlight Fragment Hades' Eye

excel at healing wounds.

- O Life Rain

■ Fire X

Kavan Island

◆ Water of Blessing

A Sun





Lumberwood

Despite towering over most wizards, these creatures are surprisingly gentle, and adored by nature lovers the world over.

- Affinity:
 - Storm / Fire X
- ▲ Common Sign: Star Location:
 - Unknown
- ◆ Items Dropped: Unknown
- O Skills: Boulder Throw





Limberwood

Umberwood

Wildwood

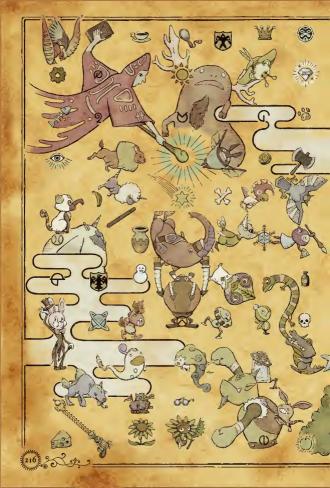
These creatures give off a calming fragrance when their flowers are in bloom, and are a pleasure to be around. No one has ever reported seeing one lose its temper.

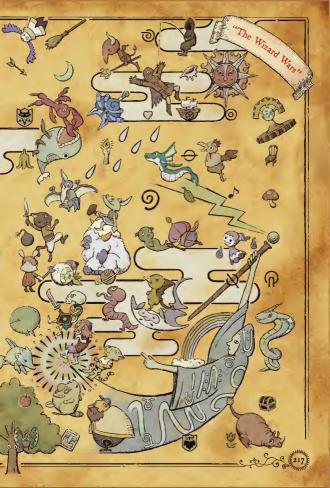
The red leaves of the umberwood glow during the evening, instilling those who look upon them with a feeling of warm well-being.

These creatures have been granted the power of a wild, primeval forest, and are intrinsically opposed to any form of civilization.

- Storm ✓ Fire X
- ▲ Star
- Unknown
- ◆ Unknown
- O Life Light

- Storm ✓ Fire X
- ▲ Star ■ Unknown
- ◆ Unknown
- Water Curtain
- Storm ✓ Fire X
- ▲ Star ■ Unknown
 - ◆ Unknown
- O Storm Blade













Sponge Bubbud

Lotus Bubbud

Tropical Bubbud

The flowers on which sponge bubbuds subsist absorb vitality from the world around them, and are believed to be the source of the creatures' healing powers.

Creatures who owe their fair appearance to the purity of the water they drink. Those who gaze upon them are said to be transported to the spirit realmalbeit momentarily.

The pure red petals that surround these creatures captivate those who look upon them, and serve as proof of the tropical bubbuds' passion.

- Fire ×
- ▲ Star
- Rekka ◆ Lullaby Trumpet Down Flower
- O Spirit Cage

- None ▲ Moon
- Unknown Wings of Darkness
- Hades' Eye Radiant Aura
- None
- ▲ Sun Unknown
- · Iron Diamond Earthen Tears
- O Life Rain



Bubbud

Pretty little creatures with personalities to match. Though they are far from strong themselves, they never hesitate when it comes to helping a friend in need.

Affinity: Fire X ▲ Common Sign:

Location: Southern Mediirus

◆ Items Dropped: Antidote Leaf Storm Seeds

O Skills: Healing Drop







A purple body color covers this leafy creature and makes them easy to spot in the wild.

These thines live deep in the silent parts of the forests. They love to bask in the sun.

Loves to live near the waterfront and clean up messes. It loves everything to be neat and tidy, and is a guardian of the water.

- Fire X
- ▲ Moon Glacia
- Memory Moustache Frozen Shield
- @ Encourage

- Fire X
- ▲ Star
- Unknown · Iron Diamond
- Hades' Eve Harden

- Fire X
- ▲ Moon ■ Unknown
- · Seeds of Discord Moonlight Fragment
 - Body Slam

Whirlybud

A twirling plant-like creature that spews poison as it moves.

- Affinity:
- Fire X ▲ Common Sign: Planet
- Location: Whispering Waterfalls
- ◆ Items Dropped: Fluffy Bread
- Smooth Leather O Skills: Poison Spore





Wild





Yellow Buncher

Underripe Buncher Creatures that move surprising grace and speed.

Overripe Buncher

Lazy creatures, generally found basking idly in the sun. They have been known to become extremely aggressive when agitated, however, so tread carefully.

Tactile wizards should note that underripe bunchers are extremely averse to being touched.

Powerful vet kind-hearted creatures whose willingness to take on enemies much bigger and stronger than themselves makes them excellent allies.

- Fire X
- ▲ Star
- Caraway Island
- ♦ Wide-Awake Coffee Faith Flower
- Body Slam

- Fire X
- ▲ Moon Unknown
- ◆ Memory Moustache
- Star Pearl O Sumo Slap
- Fire X
- ▲ Moon
- Unknown ◆ Saint's Eve
- Star Pearl Falling Rocks

Green Buncher

Desert-dwelling creatures, often confused with ordinary fruit by hunger-maddened travelers. Take care not to make this mistake-they are powerful enemies, and unwilling snacks.

Affinity:

Fire X Star

▲ Common Sign: Location:

Nieruda Desert

♦ Items Dropped: Babana

Blue Bark

O Skills:

Earthquake













Covetsprout

Stealthsprout

Glamoursprout

These troublesome sprouts love to play pranks on others. They also covet everything that they don't have.

These sprouts move like stealthy little ninjas and blend in with their surroundings completely.

These sprouts have caught the fashion bug, and always want to look their best.

- Fire ×
- ▲ Twin Star
- Caraway Island Fruit of the Light Mist Flower
- O Life Rain

- Water J Fire X
- ▲ Twin Moon
- Unknown
- ♦ Wings of Darkness Scroll of Truth
- Wicked Wind

- None
- ▲ Twin Sun
- Unknown
- ◆ Memory Moustache Star Pearl
- Rouse



Awesprout

These little guys are small, but full of energy. They never stop dancing, though some of them look a bit tired.

- Affinity:
- Fire X ▲ Common Sign: Planet
- Location: Morel Forest ◆ Items Dropped: Refreshing Coffee Bone Shield
- O Skills:
- Healing Drop





Shockling

Lives in Morel Forest. When it feels threatened it releases dangerous spores in the air to protect itself,

- Affinity:
- Fire X ▲ Common Sign: Planet
- Location: ♦ Items Dropped:
- Morel Forest Fluffy Bread
- O Skills:
- Merchant Clothes Poison Spore



Strangeling

A brilliant and insightful thinker, but so often lost in thought that you would think it wasn't smart at all.

Creepling

It always looks like it is thinking, but it will never say a single thing to anyone around it. Creepy.

Elderling

Ancient and knowledgeable. If you start talking with it, you'll likely spend all day chatting about everything under the sun.

- Fire X
- ▲ Star
- Corpse Lake
- · Iron Diamond Perish Gown
- O Life Rain

- Fire X
- ▲ Star Unknown
- A Rainbow Stone Earthen Tears
- O Evil Scream

- Fire X ▲ Moon
- Unknown
- ♦ Moonlight Fragment
- Scroll of Truth
- O Stone Breath

Insect

Small creatures who boast surprising strength.

The hearts of some of the humblest organisms that inhabit our world have given rise to varied creatures that are almost unrecognizable from their crawling, slithering progenitors. Though they look rather feeble at first glance, Insects are capable of causing a great deal of damage, being variously blessed with fangs, claws, and stings. They are known to favor treats such as fruits and nuts, perhaps because they remind them of home.



The Great Serpent of the Desert

An expanse of quicksand from which there is no escape...

Every wizard who travels across the Nieruda Desert has heard the rumors concerning a hellish swirl of quicksand somewhere out in the desert, capable of sucking a man into its depths in mere seconds. All that remains of those who have been swallowed is a faint, snakelike trail, known to locals as the "Great

Serpent of the Desert."





Insect

Lobsciss

Creatures born in the blazing flames of a volcano. They move quickly and chaotically to defeat their enemies.

Affinity: None ▲ Common Sign: Star

Location: Mount Dekarock

◆ Items Dropped: Fluffy Bread Storm Seeds

O Skills: Confusion Blow







Chopster

The giant poisonous tails are used to subdue creatures much larger than it. They show no fear.

Cutrina

So full of confidence in themselves that they won't back away from any fight. Their foes are sure to be cursed.

Kitter

Capable of putting even the largest foe to sleep. It often tries to take the hide of the prey that it has put to sleep.

- None
- ▲ Star
- Coconanda Cavern
- ◆ Wide-Awake Coffee Ice Flower
- Poison Cutter

- None ▲ Sun
- Unknown
- A Rainbow Stone
- Earthen Tears
- O Evil Scream

- None
- ▲ Moon
- Unknown
- · Seeds of Discord Moonlight Fragment
- Dreambreaker





Worker Bumbler

Creatures who spend their days transporting nectar. Their poisoned leaves are used to protect their precious cargo from any would-be thieves.

Storm / Fire X

- Affinity:
- ▲ Common Sign:
- Location: Morel Forest ♦ Items Dropped: Bumbler Honey Flame Prism
- O Skills: Poison Cutter







Drone Bumbler

Though they will rouse themselves to defend their territory, these creatures are mostly to be found idling. They are, however, capable of flitting about at great speed.

- Storm ✓ Fire X
- ▲ Twin Star
- Coconanda Cavern
- Bumbler Honey Dragon Fossil
- @ Energetic

Soldier Bumbler

Soldier bumblers are very adept at using their unique leaf swords, striking enemies with dazzling speed and fearsome accuracy.

- Storm ✓ Fire X
- ▲ Star Unknown
- Moonlight Fragment
- Hades' Eve Slash

Queen Bumbler

Shy creatures which spend most of their time praying in isolation. The object of their prayers is a topic of sagely debate, but most assume they are pleas for protection.

- Storm ✓ Fire X
- ▲ Star
 - Unknown ◆ Iron Diamond
 - Earthen Tears
 - Prayer



Trapper Snapper

These creatures are known to lurk in the undergrowth, waiting for prey to wander by, before trapping them with their enormous hands.

Fire X ▲ Star

Rekka · Juicy Sandwich

Spray Flower

O Rolling Attack

Cruel creatures that target those who have become disoriented in the darkness. Their sharp teeth are just as keen as the spikes on

Snaptrap

Vicious beasts that enjoy nothing more than watching victims squirm in their vise-like grasp.

their hands. Fire X

- ▲ Moon
- Unknown
- · Seeds of Discord Moonlight Fragment
- O Jaw Snap

- Fire X
- ▲ Sun Unknown
- · Rainbow Stone Earthen Tears
 - Fatigue

Whippersnapper

Though usually found lying motionless at the base of a tree, these creatures spring to life in the presence of potential prey, and give chase with great vigor.

Affinity: Fire X ▲ Common Sign:

Location: Whispering Waterfalls

♦ Items Dropped: Fluffy Bread Smooth Leather O Skills: Empty Lullaby









Slamander

Pyromander Red-faced creatures, equipped with sharp horns and a tough

carapace. The flames they breathe

are believed to have caused many

Petramander Green creatures with a distinctive tuft of bright red hair. They are

known for being rather ill-

These unsightly creatures dwell deep within the sludge of the Miasma Marshes, jumping out to attack hapless travelers when they least expect it.

a raging conflagration.

- Fire ✓ Water X
- ▲ Moon
- Unknown · Iron Diamond
- Earthen Tears ● Firebreath
- tempered, and will turn other creatures to stone at the slightest provocation. ● Fire ✓ Storm ✓ Water ✓
- Physical Attacks X
- ▲ Star Unknown
- Aginbow Stone Earthen Tears
 - O Stone Breath

None ▲ Moon

- Corpse Lake · Iron Diamond
- Ruby Carapace Exhaustion

Sillymander

Though these creatures try to keep a low profile in the wetlands they inhabit, their bright coloring means they are easily spotted in the undergrowth.

Storm X Physical Attacks X Affinity:

▲ Common Sign: Sun

Location: Whispering Waterfalls

♦ Items Dropped: Fluffy Bread Power Stone

O Skills: Fatigue





Insect





Eterina



Copperina

Loves to make its home in places that are overflowing with an

abundance of nature. Seen in

Usually spotted fluttering suspiciously in mid-air. Its large wings are capable of creating a squall with little effort.

Mothrina loves to dance, and draws its power from its humble dancing. Cheers on its friends as it flies through the sky.

- None
- ▲ Star
- Rekka
- Water of Blessing Down Flower

forests and on plains.

Butterfly Wing

- None
- ▲ Twin Moon

 Unknown
- Rainbow Stone
- Earthen Tears

 Wicked Wind

- None
- ▲ Twin Star
- Seeds of Discord
 Moonlight Fragment
- Big Rehab

Flutterina

A truly rare creature that likes to live on solitary and secluded islands. A powerful foe, if ever faced in battle.

- Affinity: None
- ▲ Common Sign: Star
- Location: Rekka
- ◆ Items Dropped: Antidote Leaf

 Down Flower
- Skills: Rouse













Chloroboros

Obscuroboros

Fluoroboros

Creatures that persistently chew their tails, despite the fact that their bite is highly venomous. The stone figures found near obscuroboros lairs are often mistaken for statues, but they are in fact the petrified remains of over-curious wizards. These beautiful creatures are occasionally seen healing their wounds in the warmth of the sun.

- Water ×
- ▲ Star
- Dragon's Den
- ♦ Wide-Awake Coffee Twinkling Morel
- Poison Breath

- None
- ▲ Sun
- Unknown
- Seeds of Discord
 Moonlight Fragment
- O Stone Breath

- None
- ▲ Moon
- Unknown ◆ Ancient Keystone
- Moonlight Fragment
- O Life Light



Oroboros

The spectacular stripes of these snake-like creatures leave onlookers dumbfounded. Even more impressively, their nests are also decorated in the same pattern.

- Affinity:

 A Common Sign:
 - Water X
- Location: Morel Forest
- ◆ Items Dropped: Flame Prism Bone Sword
- O Skills: Energetic





Pixie

Small creatures who long for nothing more than a quiet life at one with nature.

Pixie-types are extremely elusive, and most non-wizards do not even believe that they exist. Once one starts to look, however, they can be found in the most unexpected of places. Should you chance to meet one, be sure to offer it some chocolate.



Legendary Beasts

The Lost Hound

A legend from the frozen north.

The people of Eisburg tell the story of a little by from the village who disappeared while searching for his beloved dog. According to the legend, the boy became hopelessly lost in an icy careern, and till roams its labyrinthine depths to this day, endlessly seeking his missing pet.



Lagoon Naiad

These tiny creatures derive their healing powers from the magical stones they carry. The stones themselves are said to disappear when their owners die.

Affinity: None
 Common Signs

▲ Common Sign: Sun

■ Location: Catnap Sewers

◆ Items Dropped: Antidote Leaf
Thorny Bracelet

Skills: Healing Drop



Imagen







Sea Naiad

Spotted Naiad

Greater Naiad Creatures whose tiny bodies glow

Sea naiads make their homes in coastal caves, where they can often be found using magical stones to cleanse and purify their bodies.

- None
- ▲ Sun
- Trail Coast
 - ♦ Wide-Awake Coffee lade Sphere
- Alarm Clock

Creatures said to hail from an unspoiled island paradise blessed with bountiful crops of juicy fruits and berries. It is little wonder they are rarely seen in the world of men.

- None
- ▲ Sun
- Unknown

 ◆ Rainbow Stone
- Earthen Tears
- Pillar of Light

with a divine radiance. They are known to carry magic stones with the power to heal even the most grievous wounds.

- None ▲ Sun
- Unknown
 - Rainbow Stone
 Earthen Tears
- Tonic

All four Imagen on this page will lose the ability to use restorative spells if they are covered in an Exhaustion Blanket.



Inamorata

They make their homes in places where humans don't live. Often seen alongside rain under a cloudless sky.

● Affinity: Storm ×

▲ Common Sign: Star
■ Location: Ghos

■ Location: Ghost Valley

◆ Items Dropped: Drill Screw

○ Skills: Charmed Brooch
Life Rain



Imag





Spinamorata

Abarnorata

Born from dark incantations, the flailing of its body can only spell

Evilmorata

These creatures prefer to live in ancient ruins. If you manage to spot one you may start hallucinating.

flailing of its body can only spell bad luck for anyone who sees it. A magical creature spawned in absolute darkness. If you look into its eyes it may drag you into the dark.

- Storm X
- ▲ Moon
- Nachelnacht Ruins
- Exhaustion Blanket Saint's Eve
- O Confusion Blow
- Storm X
- ▲ Sun
 Unknown
- ♦ Saint's Eye
- Star Pearl
- Haunt

- Storm X
- ▲ Sun
- Unknown ◆ Star Pearl
- Scroll of Truth
- Darkbreath





Airhead

These creatures are noted for the crackling lightning clouds attached to their heads. The sparks they produce invariably thwart their attempts to conceal themselves from foes.

- Affinity:
 - Storm 🗸 ▲ Common Sign: Twin Star
- Location:
 - Southwestern Sea ◆ Items Dropped: Mist Feather Skull Claws
- O Skills:
- Electrick Shock







Beachhead

Fountainhead

Thunderhead

Mischievous creatures who like nothing better than to give nearby fishermen a gentle electric shock. Fountainheads are very fond of swimming, and do so with a grace and speed that are unmatched anywhere in the ocean.

It is claimed that these creatures bring storms with them wherever they go. Alternatively and more plausibly, they may simply prefer going out on stormy days.

- Storm /
- ▲ Star
- Northeastern Sea
- ◆ Smokescreen Ball Storm Seeds
- O Cure

- Storm ✓
- ▲ Star Pirate King's Hideout
- ◆ Hearty Burger Herbal Extract
- Lightning

- Storm ✓
- ▲ Star Unknown
- A Rainbow Stone
- Earthen Tears
- Spark

Pixie







Sprout Sprite

Sweetpea Sprite With the buds atop their heads

Sugarplum Sprite

Flower buds grow from the heads of these creatures as they get older, becoming quite a burden in later life. Should you see one looking down, it is probably resting its neck.

already in bloom, sweetpea sprites are always full of joy, drawing energy and inspiration from the world around them.

Sugarplum sprites grow fruits on their heads that are said to contain their very souls. Indeed, they are unable to live without them.

● Fire X ▲ Moon

- Kayan Island
- · Exhaustion Blanket Ancient Leaf
- O Stream

- Fire X
- ▲ Star
- Unknown ◆ Earthen Tears
- Wings of Light Healing Wind
- Fire X
- ▲ Star
- Unknown · Rainbow Stone Earthen Tears
 - O Ice Dust

Seed Sprite

Though born from thorny flowers, the disposition of these creatures is anything but prickly. In battle, they support their companions with all manner of strange powers.

Affinity: Fire X ▲ Common Sign:

Location: Unknown ◆ Items Dropped: Unknown

O Skills: Spirit Cage









Tokotoko

Tokotocold Though they look and feel like pliant lumps of dough, these

creatures have been known to

Docotoko Do not be fooled by the docotoko's gormless appearance. They can

The sweet lullabies of the tokotoko can send even the wariest of enemies to sleep. A wizard must take great care when approaching these seemingly harmless creatures.

- None ▲ Moon
- Dragon's Den
- Ancient Leaf Obsidian Scale
- O Lullaby

unleash some truly devastating ice-based attacks.

- Light ✓ Darkness 🗙
- ▲ Moon
- Unknown ◆ Saint's Eve
- Star Pearl O Ice Dust
- ▲ Sun
- · Earthen Tears

perform a dance that brings a fallen ally back to life-a rare and wonderful talent.

- Darkness ✓ Light X
- Unknown
- Wings of Light O Tonic

Toko

These artless creatures are born in forests that teem with life. Their ability to briefly blind their foes goes some way to make up for their total lack of battlefield nous.

None Affinity:

▲ Common Sign: Location: Morel Forest

♦ Items Dropped: Unknown

O Skills: Smokescreen





Pixie







Though generally calm, jackpotties have been known to shoot jets of water at passersby whom they consider to be a threat.

The unsteadiness of these creatures can be attributed to the wine that ferments in their stomachs, They are often seen sipping it when they think no one is looking.

Crackpot

As a result of a popular myth which says these creatures bring rain with them wherever they go, hotpots are considered lucky by those who farm in arid areas.

- Water ✓ Fire X
- ▲ Moon
- Unknown Unknown
- Bazooka Soaker
- None ▲ Sun
- Unknown
- Unknown
- Confusion Blow
- None
- ▲ Sun ■ Unknown
- Unknown
- 1 Life Rain

Potty

These creatures are born from lovingly made pieces of crockery. They attack their enemies by spraying them with water from their capacious bellies.

Affinity: Water V Fire X

▲ Common Sign: Moon

Location: Unknown ♦ Items Dropped: Unknown

O Skills: Water Cutter



Dragon

Fearsome creatures who have ruled over land and sky since the dawn of time.

The proud creatures of the dragon genus have endured for millennia as a result of their extraordinary resilience. They are blessed with sharp fangs, long talons, and broad wings—all of which can be brought to bear during battle. Still more impressively, many are equally comfortable on land and in the air.

Should one wish to befriend such a creature, never offer them yogurt, but fruits or nuts might help to break the ice.



Legendary Beasts

The Wonder of the Water

The giant beast of the Corpse Lake.

The sinister area of wetland known as the Miasma Marshes is said to be home to a monster so large that it is often mistaken for a mass of land. Reports speak of two heads appearing to rise from the water, flanking a gargantuan "island" that was not there a moment before...



Wizards are reminded not to approach any novel islets they encounter while abroad upon the marshes. Indeed, they are strongly advised to do the opposite and with all possible haste.







Plessie

Sea dragons whose fondness for humans often leads them onto dry land. Though they tend to struggle in hot weather, even weakened plessies can cause trouble with their waterbased attacks.

- Affinity: Water / Fire X
- ▲ Common Sign: Moon
- Location: Southwestern Sea
- ♦ Items Dropped: Snowflake Magical Horn
- O Skills: Water Cutter





Messy Plessie

Mischievous creatures, full of curiosity. It is said that when they straighten their backs to look around, they are searching for the victim of their next practical joke.

- Water ✓ Fire X
- A Sun
- Northeastern Sea
- ♠ Iuicy Sandwich Snowflake
- Bubble Blow

Stressy Plessie

Though they are generally very sweet-natured creatures, stressy plessies become utterly incorrigible when angered, causing rivers to flood with their relentless rage.

- Water ✓ Fire X
- ▲ Moon
- Castle Arcano ♦ Wings of Darkness
- Beastly Cloak ● Tsunami

Blessy Plessie

Creatures whose golden aura and pious solemnity has prompted some to call them the "divine denizens of the deep."

- Water ✓ Fire X
- ▲ Moon
- Unknown
- Ancient Keystone Moonlight Fragment
- Big Rehab



Naja

Subterranean creatures that slither around on their smooth bellies. They are known to attack their prey both by using their venomous fangs and by coiling themselves around them.

● Affinity: Storm X

▲ Common Sign: Twin Sun

■ Location: Nieruda Desert

◆ Items Dropped: Refreshing Coffee

Storm Seeds

Skills: Poison Breath











Najapatra

Though very vain, these creatures

are actually rather reluctant to

show themselves. Those lucky

enough to lay eyes on their unique

patterning are utterly captivated.

Najalisk

Creatures that prefer to build their nests in ancient ruins. Their petrifying breath is rightly feared by traveling wizards the world over.

- Storm X
- ▲ Moon
- Nachelnacht Ruins
- ◆ Alarm Clock Saint's Eve
- O Stone Breath

Mahanaja

The white pattern on the backs of these reptilian creatures is said to be an auspicious symbol. Indeed, some believe mahanaja to be agents of the gods themselves.

- Storm X
- ▲ Moon

 Unknown
- Ancient Keystone
 Moonlight Fragment
- Ice Fall
- × Storm ✓
 - ▲ Moon
 - Unknown
 - Meteorite
 Scroll of Truth
 - **⊙** Gale

Dragon

Teradactyl

Often makes its nests high up on rocky cliffs. Usually calm, but gets violent once it has a family to care for.

Affinity: None

▲ Common Sign: Sun Location: Northern Mediirus

♦ Items Dropped: Hearty Burger Dragon Fossil

O Skills: Windmill









Gigadactyl

These creatures prefer to live in ancient ruins. If you manage to spot one you may start wings. Its nests are far from food to keep the young ones safe.

Able to fly for extremely long stretches thanks to its powerful

Megadactyl Kilodactyl Thanks to its ridiculously powerful

wings, it can keep flying even in the strongest winds.

- None
- ▲ Moon

hallucinating.

- Corpse Lake
- Ancient Keystone Imbrued Fang
- Body Slam

- None
- A Twin Sun Unknown
- ♦ Wings of Darkness
- Wings of Light
- Wicked Wind

- None
- A Twin Sun ■ Unknown
- ◆ Meteorite
 - Wines of Light
- Tornado







Teeny Bopper

Small creatures that have evolved great climbing abilities, and are often found sleeping in the branches of tall trees. On the ground, they are wont to kick sand at those who disturb them.

- Affinity:
- Storm X
- ▲ Common Sign: Sun
- Location:
- ♦ Items Dropped: Fluffy Bread Power Stone
 - Sand Splinters

Whispering Waterfalls

- O Skills:







Big Bopper

Duck-Billed Bopper

Unibopper

These creatures periodically leave their forest homes in search of water in which to bathe. Should they meet an enemy on the way, they strike it with dizzying speed. Rare creatures with green torsos and rigid white crests. Only recently discovered, much is still unknown about them.

Wizards wishing to catch a glimpse of these rare single-horned boppers are advised to seek them in freshwater lakes, as they are said to be keen swimmers.

- Storm X
- ▲ Star
- Dragon's Den
- ◆ Jade Sphere Killer Fang
- Exhaustion

- ■ Storm X
- ▲ Star ■ Unknown
- · Earthen Tears Wings of Light
- O Decoy Guard

- Water J Fire X
- ▲ Star
- Unknown ♠ Meteorite
- Wings of Light
- Body Slam

Dragon







Destroceros

Demoliceros

Castastroceros Warlike creatures whose immense

Blessed with fists capable of smashing boulders, and an excess of animal aggression, these creatures can truly be said to belong on the battlefield.

In battle, these savage creatures bring their distinctively shaped horns to bear upon their foes, causing them untold pain and suffering.

physical strength makes them nigh on unstoppable. They are known to pound their enemies until they are nothing but dust.

- None ▲ Star
- Unknown Unknown
- Feral Roar

- Fire ✓ Water X
- ▲ Star Unknown
- Unknown

- Water ✓ Fire X ▲ Star
- Unknown ◆ Unknown

Flame Cutter

(Giant Rock



Dinoceros

These uncommonly strong creatures can lift the heaviest of objects with ease, and are notable for the lengths to which they will go in order to help their companions.

Affinity: None ▲ Common Sign: Star

Location: Unknown ◆ Items Dropped: Unknown

O Skills: Gun Rocks









Flapdragon

Scrapdragon

Though their appearance makes them seem somewhat evil, nothing

could be further from the truth.

Napdragon

Much-loved creatures who owe their popularity to their charming

appearance. Though they seem to

be sleeping all the time, they are

Though they are able to fly for short periods using their ears as wings, flapdragons are commonly to be seen fleeing the battlefield on foot—speedily, it must be said.

Storm / Water X

▲ Star

Rouse

Unknown

◆ Unknown

Ruffling a scrapdragon's mane is a uniquely satisfying experience,

- Storm ✓ Water X
- ▲ Moon
- Unknown

 ◆ Unknown
- Sweeping Punch
- in fact mostly awake and alert.

 Storm ✓ Water ×
- ▲ Sun
- Unknown

 ◆ Unknown

 Firebreath

Sapdragon

Sapdragons are notable for their wing-like ears and tiny fangs. They are generally thought to be gentle souls that are not especially fond of fighting.

● Affinity: Storm ✓ Water ×

▲ Common Sign: Sun

■ Location: Unknown

◆ Items Dropped: Unknown

⊙ Skills: Relentless Slice



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Riddle

Mysterious creatures about whom very little is known.

No one knows where these creatures came from or what type of life force spawned them. Indeed, one of the few things that is known about them is their fondness for grapes. Why grapes? Well, that is quite the riddle in itself.



Legendary Beasts

The Blood-Red Enigma

A curious creature from the northwest.

Many traveling wizards have reported seeing a mysterious crimson-colored creature in the northwestern part of Mediirus. It is said to be a horned beast, with a long body and two wide wings. This picture was drawn by a village boy who claims to have seen the creature. The boy went on to say that the beast burned his hand when he attempted to touch it.



A Child's Rendering of the "Beast"











Beardo

Goateero

Often found living in the drifts and holes in snowy fields. Helps his friends by casting a healing light over their bodies.

Has unusually wide whiskers, Is somehow able to control rain.

Lives in a land of illusion. Always looks deep in thought. A very pensive and quiet creature.

- None
- ▲ Star
- Glacier Grotto
- Hearty Burger Memory Moustache
- O Life Light

- None
- ▲ Twin Star ■ Unknown
- ◆ Memory Moustache Star Pearl
- Healing Wind

- None
- ▲ Twin Star
- Unknown
- · Seeds of Discord Moonlight Fragment
- Bad Luck



Masterstache

Always scowling, no matter what is happening. He looks rough, but he's a sweetheart on the inside.

- Affinity: ▲ Common Sign:
- Location:
- O Skills:
- None Star
- Mount Dekarock ◆ Items Dropped: Lullaby Trumpet
 - Obsidian Healing Drop







Sunshine

Creatures who float like suns in the desert sky, attacking their enemies with fire. They are also known to heat up the sand around them, making it even more uncomfortably hot for travelers.

Fire / Water X

- Affinity:
- ▲ Common Sign: Twin Sun
- Location:

 ◆ Items Dropped:
- Nieruda Desert
- O Skills:
- Flame Prism Heat Breath
- Heat Bre

-I







Grandsun

The flames that surround these creatures indicate their mood. It is best to avoid them when they are blazing brightly and wait for the flames to die down.

- Fire ✓ Water 🗙
- ▲ Twin Sun
- Caraway Island
- Mist Flower
 Bomb
- O Pillar of Fire

Wayward Sun

These creatures have developed a mastery of water but have lost their affinity for fire in the process. Their pale glow is beautiful in the night sky.

- Water ✓ Fire X
- ▲ Moon
- Castle Arcano ◆ White Pipe
- Serpent Bone Mask
- Radiant Aura

Godsun

Ignore agitated godsuns at your peril, since their temperature increases when they are left alone. The columns of fire they subsequently unleash can melt steel.

- Fire ✓ Water 🗙
- ▲ Sun
 - Unknown
- ♦ Wings of Darkness
- Scroll of Truth
- Heat Ray

These creatures, born from forest swamps, are known to hide among the trees, waiting for suitable prey to wander by.

 Affinity: Physical Attacks / Fire X

▲ Common Sign: Location:

Morel Forest ♦ Items Dropped: Storm Seeds Heart Stone

O Skills: Poison Breath







Pond Pom

These transparent creatures lurk in pools of clear water, paddling up to their prey unnoticed before skewering them with their sharp fangs.

Pompeii

Fun-loving creatures who breathe fire and ash when they laugh. The size of the flame they produce is an indicator of how amused they are.

Pomagranite

Known for their unsettling smiles, pomagranites turn creatures that they like into lumps of stone and take them back to their families as trophies.

- Water ✓ Physical Attacks ✓ Fire X
- ▲ Moon
- Glacia ♦ Wide-Awake Coffee
- Ice Flower Fatigue
- Fire ✓ Physical Attacks ✓ Water X
- ▲ Sun
- Unknown
- ♦ Moonlight Fragment Hades' Eye
- O Pillar of Fire

- Physical Attacks ✓ Fire X
- ▲ Star
- Castle Arcano
- ♠ Meteorite Fairy Bracelet
- O Stone Breath

Karu Kid

Wants to always look good in front of others. Places a lot of emphasis on personal grooming. Wears a tie.

- Affinity: None
- ▲ Common Sign: Moon

 Location: Unknown
- ♦ Items Dropped: Unknown
- Skills: Healing Wind



Image





Karu

The giant horns make it look ferocious, but in reality all they do is make it harder for this little guy to keep his balance. Karupaccio

Beautiful curly horns set this creature apart from his family. Able to manipulate the wind to its own end in battle. Karupierro

A cheerful little fella who loves to travel. Unfortunately, he brings strong and destructive winds wherever he goes.

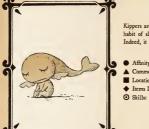
- Physical Attacks ✓ Fire X
- ▲ Moon
- Unknown
- Unknown
- Armor

- Storm

 ✓
- ▲ Moon
- Unknown
- Unknown
- Heavenly Wind
- Storm ✓ Physical Attacks ×
- ▲ Moon
- Unknown
- ◆ Unknown
- Tornado







Kipper

Kippers are notable for their fish-like heads, and for their habit of sleeping whenever it is rainy, windy, or stormy. Indeed, it is quite a rarity to see one that is awake.

- Affinity:
- Storm / Physical Attacks X
- ▲ Common Sign: Star
 - Unknown
- Location: ◆ Items Dropped: Unknown

 - Lullaby







Red Napper

Sweet Bream

Siestar Fish

These creatures are capable of fighting skillfully while apparently asleep, leading some to believe that they are actually awake the whole time.

Though it is said that these creatures can use their fins to swim, this is unconfirmed due to the fact that no one has ever seen one awake.

Creatures that sport a permanently sleepy expression. Their charmingly helpless demeanor makes them popular with children.

- Fire ✓ Physical Attacks 🗙
- ▲ Star
- Unknown
- ◆ Unknown
- Radiant Aura

- Water J Fire X Physical Attacks X
- ▲ Star
- Unknown Unknown
- Tsunami

- None
- ▲ Star
- Unknown
- ◆ Unknown
- Water Curtain



Demon

Ghastly creatures born in the heart of darkness.

Demons are fearsome creatures, of uncertain origin. While sagely scholars agree that they cannot be of this world, they can say little else with any certainty—save that they are partial to chocolates. Indeed, they can occasionally be seen scoffing them in the shadows.



Legendary Beasts

Lights that Glow in Darkest Night

What was it that was seen in the mirror...?

Rumors are circulating in Rekka about a priest who disappeared near the entrance to Ghost Valley. He was last seen on the evening of the new moon, standing in front of a mirror with a candle in his hand. Those who saw him that night claim that though he only held one candle, countless flames were reflected in the mirror, as well as a set of eyes and a grinning mouth.













Ice Queen

Eldritch Empress Creatures who dwell in the darkness and creep up on their

prey unnoticed, slicing them open

with cruel blades concealed in their

Sinister Sovreign Haughty creatures who sneer at even the most powerful adversaries.

Sinister sovereigns have never been

known to show any mercy on the

Said to prey upon injured travelers, dragging them into the shadows and feasting on what remains of their vitality.

- Water J Fire X ▲ Moon
- ◆ Memory Moustache
- Ice Claws O Voice of Darkness
- Glacier Grotto

None

mhes.

- Azinbow Stone
- None ▲ Sun Unknown
- ◆ Meteorite

hattlefield.

Scroll of Truth Darkbreath

A Sun

- Unknown
- Earthen Tears ● Wicked Wind

Ice Maiden

Ice maidens are generally found wandering aimlessly around snowy plains. The mirrors which adorn their robes are said to show the face of the person one most detests, though this is almost certainly hearsay.

Water / Fire X Affinity:

▲ Common Sign: Twin Moon Location:

◆ Items Dropped: Smokescreen Ball Memory Moustache

O Skills: Snowball





Demon







Sunshade

Starshade

Nightshade

The spike upon the head of each sunshade is not merely decorative—the beast behind the veil knows only too well how to use it.

Attention-loving creatures, easily recognizable due to the stars on their heads. Their fondness for the limelight has not yet led any of them to show their faces, however. Creatures whose fixation with glamor has caused them to lose sight of who they really are. Nightshades themselves do not believe this to be the case, of course.

● None ▲ Sun ■ Ghost Valley

Spray Flower

Tapered Hat

O Confusion Blow

- None A Stan
 - ▲ Star
 Unknown
 - ◆ Wings of Darkness Hades' Eye
 - Smokescreen

- None
- ▲ Moon
- Unknown ◆ Saint's Eye Star Pearl
- Rouse

Lightshade

These shy creatures always cover their faces with a weil. They like to wait for their prey in the darkness, pouncing on them with an unexpected and sinister strength.

Affinity:

None Moon

▲ Common Sign: 1

Location: 1

■ Location: Mount Dekarock

◆ Items Dropped: Lullaby Trumpet

Skills:

Blue Bark Haunt













Impaler

Grimpaler

Grimpalers' wings stain the very air black, making the accursed

regions in which they live seem

Hymnpaler

These righteous creatures only fight alongside those who seek

justice, and are known for the

Impalers are believed to bring bad luck in their wake, and villagers lock their doors whenever one approaches.

● Storm ×

Bad Luck

Northeastern Sea

Fruit of the Light

Flame Prism

▲ Star

still more ominous. Be wary—they attack passersby on sight.

- Darkness ✓ Storm X Water X
- ▲ Sun
- Castle Arcano
- ◆ Wings of Darkness Ancient Sword
- Wicked Wind

dazzling white light which shines from their wings.

- Light ✓ Physical Attacks X
 ▲ Moon
- Unknown
- Saint's Eve
 - Star Pearl

 Heavenly Wind



Shrimpaler

Creatures said to be born from the weapons of evildoers. Shrimpalers have an irritating habit of sticking their tridents into anything and anyone that seems unfamiliar.

● Affinity: ▲ Common Sign:

Storm X

■ Location:

◆ Items Dropped:

Mount Dekarock Sturdy Bone Tuning Horn

⊙ Skills:

Full Moon

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Demon



Relixx

These creatures use their large ears as wings to fly through the sky. Though much is still unknown about relixx, sages agree that they are foes to be avoided at all costs.

- Affinity: None ▲ Common Sign:
- Star Location: Bikini Bay
- ◆ Items Dropped: Poison Arrow Obsidian
- O Skills: Waterball









Electrixx

Creatures capable of summoning storms to smite their enemies.

- Though they are believed to train rigorously every day, no one has ever actually seen them doing so.
- None
- ▲ Star
- Dragon's Den
- Ancient Leaf Windy Robes
- Plasma Ball

Medixx

These elegant creatures seem to dance through the air. Though their faces never betray any emotion, they will always come to the aid of an injured companion.

- Darkness ✓
- ▲ Star
- Unknown Star Pearl
- Scroll of Truth
- O Life Rain

- Foes are transfixed by the general
- magnificence of these creatures, making their devastating wind spells all the more unexpected.
- Light ✓
- ▲ Star ■ Unknown
- Ancient Keystone Moonlight Fragment
- Gale



Boggly-Boo

Though these creatures are not considered to be evil, they do have a childlike love of mischief. Their favorite trick is creeping up behind travelers and flicking their ears.

- Affinity: Storm X
- ▲ Common Sign: Sun Location: Unknown
- ◆ Items Dropped: Unknown O Skills: Cure











Bigger-Boggle

Playful creatures that are very good at hide-and-seek. Their flexible bodies can be squeezed into the tiniest of crevices, making them almost impossible to find.

- Storm ×
- ▲ Star
- Unknown ◆ Unknown
- Plasma Ball

Hoggle-Boggle

These creatures strike enemies with their long, sharp claws before slipping away to safety. The speed with which they hit and run makes them very tricky customers.

- Darkness ✓ Storm X
- Light X ▲ Sun
- Unknown
- Spark
- ◆ Unknown

Moggle-Boggle

These cat-like creatures have a habit of thrusting their paws at any human they see. Feline fanciers claim this to be evidence that they enjoy human contact...

- Storm ×
- ▲ Sun ■ Unknown
- ◆ Unknown
- Lightning



Ghost

Tragic beasts to whom death did not allow the escape they so craved.

Most wizards fail to notice the presence of Ghost-types until they are standing right next to them. This is only natural, of course-having been condemned to wander this world for eternity, they have become very adept at passing by unnoticed. Should you happen to spot one, resist the urge to scream, and offer it an ice-cold treat that is untouched by babanas.



Legendary Beasts

A Bone-Filled Cavern

A century-old ship still being built?

The Coconanda region was once famous for the ships they built, and the port that they sailed from. However, legend tells of a massive ship that never sailed from the port. A ship that stayed docked for an eternity was mentioned in a note written by the Mage King. It said, "Even though I saw no-one inside the ship, there was a bottle of open wine and nearby the appearance of work in progress. Just as I was about to leave, I noticed a creepy skeleton dressed in a soldier's outfit. A distant noise made me jump, and I decided to leave the ship where she was.







Bougie

Though generally found floating around in a manner not dissimilar to human souls, these creatures are also capable of disguising themselves as candles.

- Affinity: None
- ▲ Common Sign: Moon Location:
- Ghost Valley ♦ Items Dropped: Down Flower Misty Robes
- O Skills: Fatigue







Boo-Bougie

Bougie-Woogie

Bougieman

Boo-Bougies like nothing more than Bougie-Woogies are believed to It is believed that extinguishing to sneak up on lost travelers at host lavish nighttime gatherings the light on a bougieman's tail night, and give them a frightful that are so secretive, no witnesses brings misfortune to the kingdom shock. They can often be heard are allowed to leave alive. it calls home. cackling as their hapless victims

flee.

- None ▲ Moon
- Nachelnacht Ruins
- ◆ Wide-Awake Coffee Dandy's Pipe
- O Voice of Darkness
- Darkness ✓ Light X
- ▲ Moon
- Unknown
- Ancient Keystone
- Moonlight Fragment
- Wicked Wind

- Darkness ✓ Light X
- ▲ Moon
- Unknown
- Saint's Eye Star Pearl
- Darkbreath



Ghost







Ghost Whisperer

Kill-o-the-Wisp

Wispula

These creatures are usually seen at dusk, rising from the ancient graves where they reside. They leave their dearest possessions below, wrapped in bandages for safekeeping.

● Fire ✓ Physical Attacks ✓

Assassins who lurk in the darkness. waiting for the moment to pounce. They have a surprising range of weaponry secreted about their person.

These horrible creatures are attracted by the smell of fresh blood, but are actually rather choosy about whose veins they bite into.

- Water X A Star
- Nachelnacht Ruins Restorative Mallet Saint's Eye
- O Voice of Darkness

- Fire ✓ Physical Attacks ✓ Water X
- ▲ Moon
- Unknown
- · Iron Diamond Earthen Tears
- Darkbreath

- Fire ✓ Physical Attacks ✓ Water X
- ▲ Moon
- Unknown Iron Diamond
- Earthen Tears Absorption



Wisp

These creatures are at their happiest when dancing together in large groups, and can become rather restless if left alone.

Affinity: Fire / Physical Attacks / Water X

- ▲ Common Sign:
- Location: Ghost Valley ◆ Items Dropped: Down Flower
- Chilled Ring
- O Skills: Sneak Attack











Ex-girlfiend

Phantasma

Born from the hearts of mothers who have lost children, phantasma

look after other lost souls as though they were their own flesh and

Grandamned

Born from the souls of people who were unlucky in love, these creatures are very jealous of happy couples, and strive to make their lives a misery.

blood.

- None
- ▲ Star
- Castle Arcano
 ◆ Wings of Darkness
- Beast King Claws

 Wicked Wind
- Tings of Darkness F

In time, all girlfiends and ex-girlfiends will turn into these wizened old creatures. Grandamneds are actually very powerful, and know curses that can kill instantly.

- None
- ▲ Moon
- Unknown ◆ Rainbow Stone
 - Earthen Tears

 O Darkness

● None ▲ Star

Corpse Lake

◆ Ancient Keystone Hammer of Confusion

● Voice of Darkness

Girlfiend

Undead souls, usually found haunting graveyards. They still retain memories from their lifetime, and tend to think that total strangers are their long-lost lovers.

Affinity: None

▲ Common Sign: Twin Sun

Location: Ghost Valley

◆ Items Dropped: Down Flower
Bracelet of Cleansing

⊙ Skills: Bad Luck



C 5 25

Imagen





Bone Ranger

Bone Brigadier

Bone Baron
While many generals pay lip

Creatures who have ground their way up the military ranks. Bone rangers are taken by such fury when attacking that they often lose limbs without even noticing. These creatures have endured countless hardships to make it to the top. The many nicks and chips in their bones attest to just how battle-hardened they have become.

service to notions of honor and fraternity, these brave creatures feel them in their bones.

Physical Attacks V Water X

- Physical Attacks ✓ Fire XA Star
- Physical Attacks ✓▲ Moon
- Dragon's Den
- Unknown
- ✦ Hearty Burger Heavy Bell
 ♠ Exhaustion
- Saint's Eye
 Star Pearl
- ▲ Sun

 Castle Arcano
- Seeds of Discord
 Cursed Shield
- Provoke

Bonehead

Having worked themselves to the bone as soldiers, these creatures are now just skeletons. For all their efforts, however, they never received a single promotion.

- Affinity: Physical Attacks ✓ Storm X
- ▲ Common Sign: Moon
- Location: Nieruda Desert
- ◆ Items Dropped: Panic Ball Storm Seeds
- **⊙** Skills: Fatigue













Zomboatswain

Cap'n Zombo

Creatures born from the souls of unrepentant pirate captains, Cap'n

zombos continue to lead their loyal

crew out to sea each night in search

Mumbo Zombo

Sometimes the restless souls of aspiring wizards who died before

achieving greatness give rise to these creatures. They would

happily study magic for all eternity.

Shaped by the curses of drowned sailors, these malicious creatures like nothing better than to suck the blood of the living.

None

▲ Sun

Nachelnacht Ruins

◆ Smokescreen Ball

Dragon Fossil

Absorption

of ships to plunder.

- None
- ▲ Star
 Unknown
- Rainbow Stone
 Farthen Tears
- Voice of Darkness

None

- ▲ Star
- Unknown
- Seeds of Discord
 - Moonlight Fragment

 Wicked Wind

Zombo

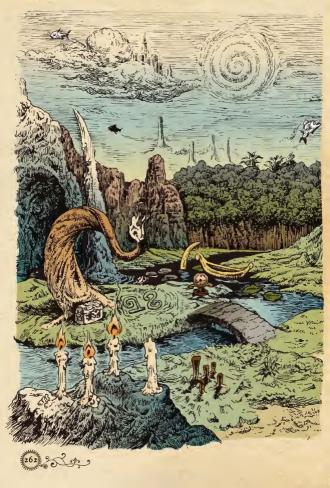
It may look like they have seen better days, but these creatures are actually born like this. Even so, it is hard not to be repulsed by their insistent groaning...

- ◆ Affinity: None
 ▲ Common Sign: Star
- ▲ Common Sign: Star

 Location: Ghost Valley
- ◆ Items Dropped: Iron Gear Piercing Fang

⊙ Skills: Evil Scream









Legendary

Proud creatures spoken of in myth and legend.

Every land has legends that speak of the mythical beings whom we wizards refer to as legendary. All such creatures are extremely powerful, and not to be crossed lightly, for they are known to have long memories and vengeful dispositions. The genus has been shrouded in mystery for so long that some have concluded it is beyond human understanding. No true wizard would be satisfied with such an explanation, of course, but the fact remains that some things in this world are simply too rare to permit familiarity.



Legendary Beasts

The Shining Tree

A legendary tree, said to grant the world protection.

The legends of a certain village mention a curious and ancient tree. This tree is said to have shone brightly since time immemorial, conferring protection upon every part of our world, and all who live within it. Investigating this legend is forbidden, however, for it is believed to incur the wrath of the gods. Of course, there will always be those who do not heed such warnings. Indeed, some years ago, one bold adventurer claimed to have learned of the tree's location, and declared his intention to travel there and bring back a leaf as proof of his discovery.

At the time of going to print, he has yet to return...











Pandora

Legendary

Frost-loving creatures that have been observed gulping down whole icebergs in seconds. The ice they consume remains frozen within their stomachs, giving their bodies a heft that is of great use during battle.

- Affinity: None
- ▲ Common Sign: Planet Location: Unknown
- ◆ Items Dropped: Unknown Flare Blast
- O Skills:







Pandoragorer

Though their tears are known to have a healing effect, the selfish nature of mendragorers means they will never share any of them.

Mendragorer

Tundragorer These gluttonous creatures comb beaches in search of things to eat.

They are known to become violent

when hungry, so it is better to avoid

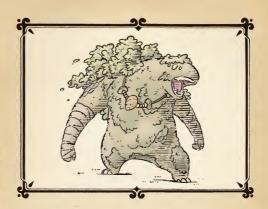
Though selfish and ill-tempered, pandoragorers are surprisingly kind towards their minions, and are always willing to do battle in order to protect them.

- None
- ▲ Planet
- Unknown ◆ Unknown
- O Healing Aura

- None
- ▲ Planet
 - Unknown ◆ Unknown
 - O Holy Breath

- None
- ▲ Planet
- Unknown ◆ Unknown
- Mind Slow

them at such times.



The Guardian of the Woods How-

A divine being who has protected the Northern Forest since time immemorial. Though generally peaceful and rather passive, it becomes wild and irrational when angry, pounding the earth with such fury that all around it are brought to their knees.

Affinity: Storm V Fire X Unknown ▲ Sign:

O Notable Brings both arms crashing

Location:

Northern Forest

Attack: down onto the ground, producing a gust of wind

◆ Items Dropped: Forest Orb

that blows enemies off their feet.





Gladiataur Host-

A towering forest guardian who uses its fearsome might to punish those who would sully its woodland home. The Gladiataur's low roar can be heard throughout Morel Forest, summoning other creatures to help repel invaders.

Affinity: Storm X

Unknown A Sign: Location: Morel Forest

♦ Items Dropped: Earth Orb

O Notable The great beast swings

Attack: its sword in a mighty arc,

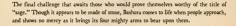
causing untold damage to all

who stand within reach.





Bashura Mash



▲ Sign: Unknown Attack: continuously with both

■ Location: The Temple of Triple its swords, causing great

■ Location: The Temple of Trials its swords, causing great

◆ Items Dropped: Orb of Power damage to all enemies in the

◆ Items Dropped: Orb of Power damage to all enemies in the vicinity.



A fiery brute, believed to be the guardian of the volcano known as Mount Dekarock. The

mere sight of its colossal, blazing body is enough to put enemies to flight. Its still more

- Moltaan Hoose

terrifying roar, meanwhile, causes the earth to crack open and release the red-hot magma

Notable

Attack:

Affinity: Fire V Water X

♦ Items Dropped: Magma Orb

beneath.

A Sign:

Location:

Unknown Mount Dekarock

enemies.

The beast sunders the earth,

causing a pillar of flame to

rise up and scorch all nearby



- Cerboreas >----

The loyal hound of the Wizard King. Cerboreas is famed both for its mastery of ice magic, and its preternatural fleetness of foot. Its overwhelming physical power, meanwhile, goes almost unremarked. Only the most foolhardy of wizards would willingly face such a foe.

Affinity: Water ✓ Fire X Unknown A Sign:

Notable

The great hound calls forth Attack: a blizzard that assails every

Location:

Glacier Grotto

enemy on the battlefield.

♦ Items Dropped: Blizzard Orb





Royal Jelly Howe

An enormous gelatinous sea creature whose transparent flesh reweals a hypnotic array of colorfully flashing innards. Enemies that enter its territory are entranced by its beauty, but soon find themselves wrapped in its tentacles, being lifted towards its gaping mouth.

● Affinity: Storm ✓

⊙ Notable The beast builds up an

Physical Attacks X

Sign: Unknown

Attack: enormous electrical charge and then releases it in a

Location: Unknown

blast that sends its prey's entire body into spasms.

♦ Items Dropped: Sea Orb



Teachings for Aspiring Wizards



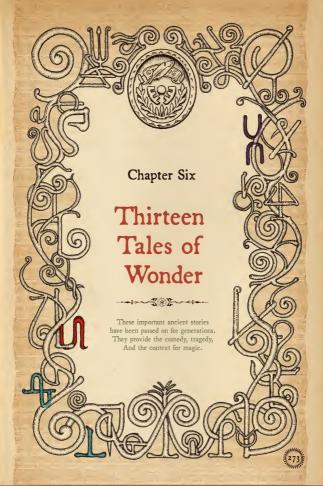
Even the greatest of sages must rest from time to time, and those who find themselves far from home and weary from wizardly exertion know to make for the nearest Silvervine Inn. The Silvervine Inn chain of inns has branches in every part of the world, and each one boasts different amenities—some are simple hotels, while others are grand spa resorts. What all Silvervine Inns have in common, however, is the warm

welcome you'll receive from their Innkeepers. Just be sure not to stare at their cat's-ear coiffures!

+1∞→13 Strange Dreams... 3+∞+

Many guests have spoken of the strange dreams they have experienced while sleeping at Silvervine. Inn establishments—though they never seem to remember what transpired therein. Curiously, guests only seem to have these dreams when they sleep in a room that contains a piece of art criticle "A Sietch of the Dream World."







In a certain country there lived a prince named Tamalo, who was sharp of mind but weak of spirit. His father was a brave king—strong, wise, and loved by his subjects—but the noble example he set served only to weaken Tamalo's spirit. On one occasion, his father told him thus,

"Soon, my boy, it shall be time for me to retire, upon which thou shalt become king."
While the announcement delighted the Prince, it filled him also with a terrible dread,
for he did not have the spirit required to ascend to the throne.

In his vexation, he wandered from the castle, lost in thought, whereupon he encountered a fearsome-looking lion.

The Prince tried to flee, but the Lion caught him easily in his paw, lifted him to his gaping mouth, and swallowed him whole.

At first, the Prince thought he was doomed, but at length he began to reconsider his position.

"At least I no longer have to become king!" thought the Prince.

After taking a deep breath, he said to the Lion,

"Mighty Lion, I am the Prince of this country, and the day after tomorrow I was due to become its king. Since thou hast now swallowed me, however, thou must needs become king instead."

"King, eh?" replied the Lion. "I shan't complain about that."

Thereupon, the Prince led the Lion back to the palace.

The courtiers were shocked to see the Lion enter the palace, but the Prince pleaded with them from inside his stomach, and the Lion was accepted as king.

The Lion proved to have quite an aptitude for royal duties. Whensoever there was a dispute in his kingdom, the Lion would simply growl at the quarrellers,





"Stop complaining, or I shall eat you alive."

Whensoever a bridge was swept away by a flood, the Lion would simply use his paws to rip down a tree and lay it across the river.

Regarding taxation and legal matters, the Lion was utterly ignorant, but whensoever such a problem arose, Prince Tamalo would speak to him from inside his stomach and provide him with a sound solution.

Two Dragons

After some time, news reached the King that two dragons were ravaging the eastern and western edges of his kingdom. The people were terrified and looked to their king to deliver them from this terrible evil, upon which the King announced that he should go and asmite the dragons himself.

But even the fearsome Lion stood no chance of defeating two such terrible dragons.

"My dear stomach dweller," said he then. "What in the wide world should I do now!"

Prince Tamalo considered the Lion's question, and at length, provided him with a suitable scheme.

The Lion headed east, to the part of his kingdom that was being ravaged by the larger dragon, and roared in its ugly face.

"Dragon, I shall soon slay thee! I fear thee not, for no matter how large thou art, thou shalt never devour me."

"O ho!" scoffed the Dragon. "We shall see about that!"

Upon which he ate the Lion whole.

From inside the dragon's stomach, the Lion said,

"Dragon, thou art now the King of this land. It is therefore thy royal duty to defeat the dragon ravaging the western part of thy kingdom."

At first, the Dragon paid him no heed, but when the Dragon witnessed the humans around him bowing down in deference (as Prince Tamalo had requested them to do beforehand), he decided to do his royal duty, whereupon he went to the western mountains and slew the other dragon.

Once the other dragon had been slain, the Lion commenced to scratching the inside of the Dragon's stomach.

"Owww! It hurts, it hurts!" cried the Dragon, rolling on the floor in agony. "Have mercy. I beseech thee!"

To which the Lion said,



"If thou wouldst not feel this pain, thou must promise never again to hurt the people of this kingdom."

"Owww! Very well! I promise!" cried the Dragon in reply.

But the Dragon was a cunning beast, and Prince Tamalo knew that he would break his promise the moment the Lion was out of his stomach. He therefore had the Lion take out the babbling berry that he'd told him to bring with him and place it inside the Dragon. This berry was known to make noises that sounded like someone muttering to himself.

"With that babbling berry in his stomach, the Dragon shan't notice when the Lion escapes," thought Prince Tamalo.

Later that night, when the Dragon was sleeping, the Lion crept out of the his gaping mouth and set off back to the palace. The Dragon left the King and his subjects alone for evermore.

A New King

The kingdom had been at peace for ten years when the Lion said to Prince Tamalo, "Stomach dweller, it is time thou camest hence from in there. I would have thee take my place on the throne."

Prince Tamalo was shocked, and replied in a quivering tone,

"I fear that I do not have the spirit to become king."

"But thy judgments over the past ten years have invariably been wise," said the Lion.

"That is as may be, but I am a coward," replied Prince Tamalo.

"It was only because I was protected by a great strong lion that I could act so decisively."

Yet the Lion paid no heed. With an almighty sneeze, he ejected Prince Tamalo from his stomach. It had been ten years since Prince Tamalo had seen the wide world outside, and he could not believe his eyes. The Lion's mane was now full white, and his face was covered in wrinkles. Shut up inside the Lion's stomach, Prince Tamalo had been quite unaware of any of this.

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"As thou canst see with thine own eyes," said the Lion, "I have grown old. Ten years hast thou resided in my stomach, and yet not once didst thou scratch me or cause me any pain—as I myself did to that dragon—though thou couldst have done at any time. The courtiers and subjects of this kingdom did not accept me because I am strong, they accepted me because I have given them my all—by which I mean, thou hast given them thine. Thou art the true King of this country. Thou lackest not the spirit, I assure thee."

In like manner, everyone at the palace beseeched Prince Tamalo to become their king. "Prince Tamalo, everyone is humbly grateful for everything thou hast done. Our country needeth just such a king as thee."

Upon hearing these words, Prince Tamalo felt his courage swell up within him.

As king, Tamalo gave still more of himself to his country, and despite the fact that the Lion had retired, he continued to live alongside the King in the palace.

Though many countries are ruled by animals these days, in ancient times all kings were human. Indeed, the magnificent lion about whom you have just read was the first ever animal to be acknowledged as a king, and the world has never been the same since.



Once upon a time, the whole world was lush and green and covered in countless forests. In the mild days of spring, children would play in their clearings, making necklaces from wild flowers, while in summer, they would shelter from the sun under their ancient trees. And in autumn, of course, they would pick and eat their juicy fruits. Indeed, forests have always been important to youngsters, being carefree places in which to play with gay abandon.

But what do you know of the "Forest Guardians"?

Every forest has one. They are believed to be god-like creatures that protect the woods they inhabit, as well as all the creatures that dwell within.

But how do these Guardians come into existence?



No human knows for certain, of course, but it is believed that they are somehow selected from amongst the creatures that live in the forest. Naturally, since the guardian is responsible for protecting all the forest's inhabitants, the biggest, strongest creature in the forest is usually the one selected. There has, however, been one notable exception, as related in this well-known fable...

A Proclamation from the Deities of the Forest

A forest, luxuriant with leaves, was home to a gently flowing river and a spring that produced fresh water, and all the Beasts lived there in amity—from tiny insects to creatures as big as two men.

One day, the Deities of the Forest made a proclamation.

"The time has come for you to choose your guardian."

For the forest did not have a guardian at the time. As soon as the message was received, a controversy prevailed among the beasts of the forest, with each one claiming that he would make the best guardian.

"These sharp fangs will frighten away any enemy!" growled the Black Wolf.

"These huge claws will shred impostors to pieces!" roared the Gray Bear.

And so it continued, with every large forest animal boasting his own case, from the Stag with his great antlers to the White Catfish who dwelt in the spring.

The forest's smaller inhabitants—those who had no chance of winning any test of strength—could but watch this assembly of the beasts in silence.

The bickering continued for several nights until one day, a golden haze descended upon the forest, bringing with it an aroma so sweet that the Beasts soon forgot about choosing a guardian and simply spent the day in a contented daze, staring at the new golden coloring of the trees around them.

The very next day, however, crimson saplings sprouted from some of the trees, and quickly grew into a large tangle of red Bramble—for the golden haze the Beasts had so enjoyed was, in fact, a cloud of evil-disposed spores. By the time any of them noticed, however, the Bramble had covered the entire forest.

The Bramble

The Bramble strangled tree after tree, causing them to wither and die. It seemed only a matter of time before the entire forest would be quite devoid of life.

Thus, the Wise Owl said,

"Somewhere in this forest is the tree in which the spores first took root. That tree is the source of this terrible Bramble. Cut off its source, and the entire thicket will wilt."

Desperate to save their forest, the Black Wolf and the Gray Bear resolved to find the tree that the Wise Owl had mentioned. However, the Bramble had grown so thick and so dense that their great bodies simply would not pass through it. It was time for the smaller forest creatures to come to the fore—the ones who abstained while the other beasts had bickered and boasted about who was strongest.

And so the Mottled Snake slithered through the Bramble, moving deep into the forest, in search of the tree where first the spores took root.

"Alas! The Bramble wraps the tree completely," hissed the snake. "We shall need to cut through it somehow, but I have neither claws nor teeth, only this forked tongue."

Upon hearing the Mottled Snake's report, the Blue Woodpecker leapt into action.

"I shall peck through the Bramble in no time!" he chirped with confidence.

But as he neared the tree which the Mottled Snake had described, the Bramble became too thick, and he was quite unable to spread his wings, let alone fly close enough to peck at the Bramble, and thus he went back dejected.

That was when the Field Mice and the Squirrels rendered their assistance.

"These sturdy front teeth of ours shall gnaw through the Bramble," squeaked the Field Mice.

"But the Bramble goes all the way to the top of the tree," observed the Squirrels.



"Can you truly climb so high?"

The Field Mice had to concede that they could not, and so it was the Squirrels who set off to cut through the Bramble that surrounded the tree that had been the first to succumb.

The Squirrels

The squirrels soon reached the tree, and scaled it with ease. In no time at all they were nibbling at the Bramble and making light work of cutting through it.

No sooner had they begun to chew their way through the Bramble than large parts of the thicket that covered the forest fell away and withered—and so the Squirrels decided to continue nibbling until the tree was completely free of the Bramble.

Alas, the Bramble contained poisoned spores, and the Squirrels who swallowed them soon felt the effects and fell, lifeless, to the forest floor. And yet, this did not deter the other brave Squirrels, who had resolved to rid the tree of the Bramble and save the forest at any cost, and each of them continued to chew.

The moment the last of the Bramble was cut, and the entire tangle withered away,



the last remaining Squirrel fell from the tree, dashing its head upon the ground.

The Squirrels had saved the forest.

When the Black Wolf and the Gray Bear were finally able to wade through the dead Bramble, they came across the bodies of the dead Squirrels and let out terrifying cries.

The Guardian

As the animals' cries rang out, the Squirrels' souls floated from their bodies as pure orbs of light.

The Black Wolf and the Gray Bear watched in amazement as the orbs floated into a hollow in the tree, bringing it back to life.

The Deities of the Forest had spoken: the Squirrels were the forest's true guardians. Though they were among the smallest and weakest of the Beasts, their courage was greater than all of the largest creatures.

Size has no bearing on a creature's stature.



Sit tight, boys and girls, I've got a story to tell you. A "fairy tale," if you like. Fairies like me used to be ten a penny, see, but you'd be hard pressed to find one these days. Always on the move, we are. Anyway, this story's about a very special fairy, and while it all happened a long, long time ago, the fairy's still going strong today—or so I hope, anyway! Right then, let's get cracking, en't it!?

This story's about a little fairy who wouldn't stop crying—sobbing, he was, day and night. Now, us fairies are heliuva impressionable, especially when we're little. We learn all sorts of tidy tricks from other fairies, but we can pick up bad habits just as easy. I don't know whose miserable mug this poor dab saw when he first popped out into the world, but it must have been proper tragic, 'cause the first thing he ever did in his life was cry. And then he kept on crying. Now, it's not like this fairy wanted to be spouting tears all the time, he just couldn't help himself. Every time it got dark, he'd well up—like blinking clockwork he was. What's more, young fairies can be hellowa cruel, and this little cry-fairy got ribbed something terrible—all of which just made him want to cry even more, of course.

The Puddle of Tears

One day, a traveling wizard happened to spot this fairy standing next to a puddle of tears. He was proper knackered, this wizard, and helluva thirsty. So what he did was, he took a drink from the puddle, en't it?

"There's lovely!" he thought, and felt ten times better straightaway.

Then off he went with a spring in his step, and got on with his wizardly work. A bit later, when everything was done, he decided to go back and thank the fairy—for the tears he drank, I mean. But when he came back, the puddle was even bigger than before.

"Ohhh fairy," he said, in this grand old voice. "Why do you cry so much? I've been gone three days and still you weep."

"Sob," said the fairy. "Scared I am, like. Scared of the dark, and I don't know what to do about it."

After a few more sobs, he went on,

"And everyone makes fun of me. Good for nothing, I am. Life's rubbish."

And with that, he went back to sobbing.

"I see..." said the wise old wizard, stroking his big white beard. "Perhaps a lantern is what you need."



So he whips this tidy lantern out of his cloak, and plonks it on the end of the fairy's nose, right? Now, the light from the lantern made the fairy blink like mad, but it didn't half cheer him up, and sure enough, he stopped crying. Felt like he'd been born again, he did!

"You see, little fairy?" said the wizard, "You shall never be in the dark again, no matter where you go."

"I'm ... I'm not scared anymore!" the fairy gasped, cracking the first smile of his whole entire life.

"And you are no longer good for nothing, either!" laughed the wizard. "That smile of yours will bring comfort to a great many people. Come with me, and I shall show you."

So the fairy packed up his daps in a little bag and went off with the wizard. They had some pretty hair-raising adventures, and all, but the fairy never once got scared. He had the lantern on the end of his nose, see. And even after he parted ways with the kindly wizard, he never cried again, and the light on his nose is still shining to this day. Have a look around you, like. He might be right nearby!

Well, what do you say? Proper tidy tale, wasn't it? I bet you've got a tear in your eye now!



The king of a peaceful kingdom had one daughter, whom he loved very much. This princess was very brave and very wise, and assisted her father in ruling the kingdom.

Hard by the edge of the kingdom was a steep mountain. No one ever approached it, however, for it was known that a witch lived in a cave at its foot. This witch had long had an inclination to rule the kingdom herself, but the fearless princess never failed to foil her plans.

The Witch had an apprentice who was top half bear and bottom half man. This apprentice was known as the Bear-Man, for that was his name; and was fearsomely strong, but very dull-witted; and always carried out the witch's commands to the letter.

One day, the Bear-Man was in the cave making potion when the Witch returned with a young woman. It was—yes, guess!—the Princess who was always ruining her plans!

The Bear-Man looked at the Princess and was twice shocked. Firstly, at how wondrous fair she was; and secondly, at the sight of her hands and feet, which the Witch had turned to wood using magic.

"Look after the Princess," the Witch commanded the Bear-Man. "Do not let her get hungry, or shed a single tear, else there shall be trouble!"

The Bear-Man immediately went to fetch some fruits and preserves from the larder. Since the Princess's hands had been turned to wood, the Bear-Man tried to put the fruit in her mouth directly. But the Princess turned away from him, and looked instead at the Witch.

"What will you do with me?"

"I shall tell your father that I have taken you



hostage," the Witch replied, "and demand his kingdom in return for your freedom."

"That would be a waste of time," retorted the Princess. "Father is always telling me not to believe anything witches say. He will not trust you, even if I am in mortal danger."

"Silence!" shrieked the Witch, and with a wave of her wand cursed the Princess, who became quite unable to speak. The Witch had stolen her voice.



The Bear-Man's Duties

The next day, the Witch went to the palace to negotiate with the King, and it was left to the Bear-Man to provide for their royal hostage.

The Bear-Man liked looking after the Princess, He felt sorry for her, with her wooden limbs and stolen voice, and he tried his very best to take good care of her.

The Bear-Man was in fact very kind, you see, and despised doing evil things. He was happy knowing that the Witch would not scold him for being kind to the Princess. After all, it was the Witch herself who had commanded him to look after her!

But while the Princess did not shed a single tear; neither did she smile so much as once. The Bear-Man used the finest ingredients to cook dishes that he hoped would make the Princess happy; but when the meals were served she would do no more than stare at him in total silence.

Now, the Bear-Man knew that the Princess would only smile when her hands and legs were free again; and she had regained her voice. But the Bear-Man could not lift the curses himself, and he knew that the Witch would never do it. All he could do was continue to cook fine meals for the Princess.

The Princess Who Wouldn't Cry

Several days passed, and still the King would not listen to the Witch's demands, just as the Princess had foretold. This did nothing for the Witch's mood, of course, and one morning, when the Bear-Man was bringing food to the Princess as usual, the Witch shouted at him,



"Why are you wasting such good food on her!?

Anything will do, as long as it stops her from crying."

"But I thought that the Princess would be happier if she could eat fine foods, Mistress..."

"Who told you to make her happy!?"

With that, the Witch snatched up her wand and, with a flick of her wrist, rendered the Princess stony deaf. She then proceeded to tell the Bear-Man a secret,

"There is a reason why I told you to stop her from crying. If she sheds but a single tear, all of her curses will be lifted at once."

The Bear-Man now realized that the Witch had not wanted him to be kind to the Princess; or to look after her—she had simply wanted him to stop her from crying. He now knew what he had to do to make the Princess happy once more.

The next time the Witch left the cave, the Bear-Man put his paws around the Princess's rosy neck and started twisting; yet she still did not cry. The Bear-Man felt he had no choice but to strike her; he was strong, and the poor princess was unbalanced on her wooden legs. She fell to the ground violently.

"Now, cry, I beseech you! Cry and all your curses will be lifted!"

The deaf princess lay on the ground, clearly in pain, yet still she did not cry. She simply continued to stare directly at the Bear-Man. The Bear-Man, for his part, resolved to treat the Princess with great cruelty. He stopped feeding her; set snakes and insects upon her; and pulled out her beautiful golden hair.

The Bear-Man tried his best to be brutish, but when he looked upon the Princess in

agony, he felt so sorry for her that he started sobbing. Though he hurriedly wiped the tears away with his big paws, knowing that he must not let the Princess see him crying, it was too late. The Princess had realized that something was amiss, and resolved not to shed a single tear, no matter what ordeals the Bear-Man put her through.

The Bear-Man snarled and bared his teeth, and treated the Princess more cruelly than ever. But the Princess was very brave and very wise, and did not shed a single tear.

Tears at Last

A month passed, and the Witch visited the King once more. When she returned to the cave this time, however, her mood had changed.

"The King refuses to negotiate; and there is no point keeping a hostage anymore. It is time to kill her."

Upon which she waved her wand once more, sending a deadly arrow whistling towards the Princess.

The Bear-Man immediately threw his great bulk in front her, shielding her from the arrow, which pierced his chest. As he crashed to the ground, the wand fell from the Witch's hand.

The Bear-Man's fate was sealed, but with his last morsel of energy he opened his eyes and looked up at the Princess. She stared back at him, her eyes wide.

"I have done such terrible things... I will die an evil man in your eyes..."

Such were the Bear-Man's sorrowful thoughts as he perished. As he did so, tears fell in a flood from the Princess's eyes, raining down upon her wooden feet and arms, lifting the curse and returning her to normal.

The Princess immediately stood, picked up the Witch's wand, and used it to draw a rune—for the Princess could use magic as well, you see. A large fire engulfed the cave, and the Witch's wailing could be heard for miles around.

Once the blaze had subsided, nothing remained of the Witch, save for a small pile of pitch-black ashes.

At that moment, the Bear-Man was brought back to life—as a beautiful young prince! For his dull-witted bear form was nothing but a curse, imposed upon him by the wicked witch.

The Prince asked in a weak voice, for he was still upon the brink of death,

"Your Highness... Why did you cry for me?"

"Witnessing your death... It filled me with a terrible sorrow. Had I only known that crying would lift my curse, I should have done so far sooner! I see now that you were trying to help me; even as you did those horrible things."

"I treated you terribly, your Highness. Please forgive me..."

"Of course I forgive you. You are a kind person at heart, and for that I am truly grateful. Now please, do not die..."

Upon hearing these words, the Prince shed one final tear, and breathed his last.



The Forbidden Spell

The Princess stared at the Prince's lifeless body for a long while, before picking up the wand once more with conviction. She had settled upon a course of action.

She would cast "Resurrect."

Upon casting the spell, the cave was filled with white light; restoring breath to the Prince's lungs as it shone upon him—the Princess's spell had brought him back to life!

The very next moment, however, the Princess fell to the ground. As she lay there, she raised her face and asked the Prince.

"Who...are...you?"

"'Resurrect' is a forbidden spell," he replied, mournfully. "Those who cast it always pay a terrible price. The price you have paid is your memory of me..."

And the Prince's eyes filled with tears of terrible sadness once more.

"Why are you crying?" asked the puzzled Princess.

"Because...something important has been lost."

Upon hearing the Princess's next words, however, the Prince could not help but smile.

"Well...perhaps together we may make it anew?"



The Wizard Who Controlled The Clouds

There was once a boy wizard who was endowed with a great deal of magical ability. No sooner was he able to walk than he could cast spells no other wizard could, controlling the clouds above and making great seas and mighty mountains move at will. In truth, such feats did the boy more honor than he deserved, for he had not practiced any more diligently than other wizards. His talents were innate, and had been with him since birth.

The boy, however, grew up quite certain that he had been blessed by the gods, and came to believe that his rightful place was among them, in heaven itself. No sooner had the thought crossed his mind than the boy became desirous to make it an immediate reality. Boys who are born with such exceptional powers are seldom accustomed to waiting.

A Trial from the Gods

The boy made for Mount Dekarock, the highest mountain in all the world, and climbed to its summit, reasoning that the gods would hear him more clearly if he were closer to heaven.

"Gods, I beseech you to listen. I am the most powerful wizard in this world. Verily, no man alive is my equal, and thus I believe that my place is in heaven with you. I wish for you to consider me one of your own."

The heavens responded with an enormous thunderclap. The boy wizard's insolence had roused the passion of the gods. The thunder was followed by a bolt of lightning, aimed directly at the boy.

But the boy was ready. With a simple wave of his wand, he swatted the lightning away.





"Do you see?" he cried to the gods with glee. "Do you see how powerful I am?" At length, a Voice responded from the heavens.

"Boy, if you truly believe yourself to be as powerful as a god, then you may prove it by taking this trial. Overcome it, and your wish shall be granted."

The boy leaped with great joy upon hearing these words, believing as he did that no trial was beyond his powers.

Suddenly, however, everything became quite dark. The boy had no idea where he was. Indeed, his hand could not be seen in front of his face.

The Voice spoke once more.

"Boy, this is the World of Darkness. Your task is to tolerate it for eight days."

"So it is simply a matter of waiting?" thought the boy, relieved. "That shall not prove difficult."

But the Voice went on,

"There is a door in front of you, Boy, Raise your hand and you shall feel it. On the other side of this door is the World of Light, where all godly knowledge resides. Enter, and you shall become one of us. The door, however, must not be opened until eight days have passed."

With that, the Voice fell silent, and all was quiet once more.

The boy reached out his hand in front of him. Though he could not see it, the door was there, just as the voice had said.

"I shall open that door," the boy said decisively. "I shall wait a full eight days, and then I shall become a god, and all will be revealed to me."

Seven Days of Darkness

At first, the boy could do nothing but sit and contemplate his current plight. It was not long, however, before his mind started conjuring all sorts of thoughts.

What wonders awaited him when he became one of the gods?

What manner of place was the heaven that the gods called home?

How would he treat his human minions once he was one of their gods?

And so it went on... He found himself increasingly agitated, anxious to see what awaited him once he opened the door to the World of Light.

He kept his resolve for six days and six nights, but on the seventh day, the boy was overcome by curiosity.

"In one more day I shall become a god," thought the boy. "Surely it is of no consequence if I open the door a little early."



He reached for the door once more, and traced its even surface. Eventually his hand came across a small protrusion which felt like the cover of a keyhole. Timidly, the boy lifted it and looked through to the other side.

A blaze of blinding light flooded through the keyhole, knocking the boy a full cubit backwards. It was incredibly bright, and yet he simply could not close his eyes. The world on the other side of the door was beyond the boy's human imagination. Its scale and beauty seemed to pierce his very soul.

"The world of the gods..."

The thought alone made the boy shiver, but even as he did so, he was plunged into darkness once more.

The Ever-Wandering Eye

The boy had failed the trial. Yet he was still allowed to enter heaven and become one of the gods, for they acknowledged his abilities, and showed compassion toward him.

They could not, however, show the same compassion toward his eye, the one that had peered at the World of Light. The eye was condemned to wander, disembodied, through the skies for all eternity.

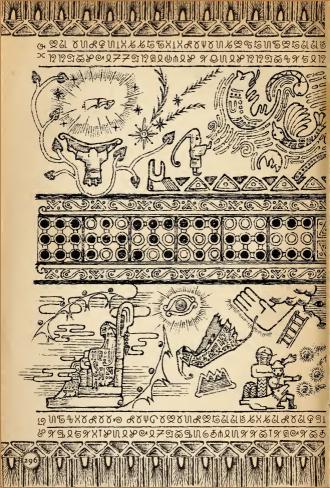
The boy wizard's eye traverses the skies to this day, soaring above the birds, gazing down upon the world below.

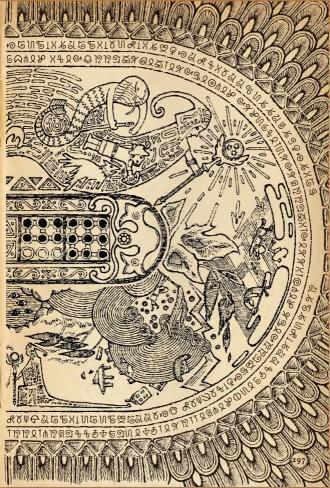
It can never hope to soar as high as the heaven where the gods reside, however. Indeed, it is trapped between the human world and the world of the gods forever.

Occasionally, when it is overwhelmed with extreme dissatisfaction, the eye swoops down close to the earth's surface, bringing a devastating whirlwind in its wake. These howling gales are known to have destroyed cities and forests; and are rightly feared by ordinary humans.

And so, the consequences of the boy wizard's folly are still being felt.

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What follows is the extraordinary story of an ordinary little girl...

When I was a little girl, I had the reddest hair you've ever seen, and I lived with my mother in a small village, tucked away in the hills. I was never any good at magic, but I loved gardening, and could grow all sorts of flowers and medicinal herbs.

Behind my house was a low hill from which you could enjoy a wonderful evening view. I used to walk to the top of it every night, to sit on a big old root and watch the sun go down.

One day, my mother cut her hand on a glass that I had broken. Though she washed the wound straightaway, just as she'd always taught me, the cut soon became infected, and by the next morning, she had a very high fever. I took care of her the best I could, of course, but several days passed without any improvement in her condition.

Then one night, after I'd cried myself to sleep with worry, I woke with a start to find myself standing in front of a strange door. I opened this door, and walked through it to emerge on top of my favorite hill. It looked just the same as it always did, except for one thing—there was someone else there, sitting on my root and sobbing quietly.

I took a sharp breath, and thought to myself: could the girl sitting on the root actually be me? Her hair was just as red as mine, and it glittered like a ruby in the setting sun.



The Bright Blue Bird

I was feeling quite sad myself, but the girl sitting on the root seemed absolutely inconsolable. Feeling sorry for her, I asked,

"Are you all right? Why are you crying?"

At this, the weeping girl lifted her face, giving me another shock. It was exactly like mine!

"I was careless...and my bird flew away," she said. 'Oh, I did love it so..."

"So that's why you're crying. I've been careless too, as it happens. I made my

I thought for a moment, then asked,

"What kind of bird was it?"

"It was blue, Bright blue, It was so very beautiful..."

"...My mother's eyes are blue as well," I sighed, "but they don't seem to sparkle like they did before she took ill."

We carried on talking for a little while, and before long we'd become firm friends. She loved gardening too, and was enjoying gazing at the sunset from the crest of the hill. It seemed we had absolutely everything in common. Eventually, I said,

"Here, take this. It's a flower I grew. It's called a 'warm welcome,' and birds love it. Perhaps it might make your blue bird come back."

I had already put some of these flowers at my mother's bedside to try and make her feel better, as well as some in her hair.

> "Thank you!" said the girl, smiling. "Oh my, it really does smell wonderful. Hey, would you like to come to my house?"

> > I nodded, and off we went, down the hill together
> > and into the girl's house. She placed the flower
> > I'd given her next to the window.

Before long, we heard a sound.

"Peep peep peep! Cheep cheep cheep!"

And a blue bird flew in through the window.

"Chichi!" shouted the girl,



recognizing her missing pet.

The bird had flown straight for the vase that held the flower. It seemed a little unsteady, as though one of its wings was injured, but I couldn't help feeling happy that the "warm welcome" I'd given the girl had made her bird come back.

Waking From the Dream

All of a sudden, I was in front of the strange door again. I walked through it and found myself lying in bed once more.

"It was just a dream," I sighed.

Then I threw off the sheets, and went to my mother's bedroom. Much to my surprise, though, I found that she wasn't there. That's when I heard a sound coming from the kitchen, and ran downstairs.

"Mother!" I cried.

"Good morning!" she replied cheerily.

"You must have been wondering where I'd got to! I just felt so much better when I woke up this morning! Now then, would you like some breakfast? I'm famished!"

And my mother's blue eyes were sparkling once more...

Every person in this world has a soul mate—a person in another world with whom they share a soul. Soul mates' destinies are intertwined, and occasionally they even overlap. So should you ever chance to step through a strange door, do not be surprised if you meet someone just like you!



In Haven, the kingdom in the clouds, the ruler has always possessed many a mysterious power, not least the ability to make the most prescient of prophecies. This is the story of one such ruler, of whom little was expected when first she ascended to the throne...

Haven's new ruler was a little girl, cowardly and weak. Though it was a peaceful place, with a temperate climate and few if any monsters, Haven had never known a cowardly ruler. The thought alone was simply preposterous.

The girl herself knew that she was a coward, having never displayed courage or daring since the moment of her birth. She was scared of sleeping alone, and the thought of being in the temple at night filled her with a holy dread. Despite claiming that she had a well of courage to draw on if necessary, she would undoubtedly have been found wanting if she had been asked to deal with a giant, or a dragon, or even a lion.

Life surrounded by adults was lonely and dull for the little girl. She had no friends, and became very sullen. As a result, everyone assumed that she was humble and wise, for most of those who rise to rule over Haven are powerful sorceresses, and prone to self-importance. Though baseless, the myth of the little girl's wisdom meant that her reign was very peaceful, with none of the tensions or infighting that marred the reigns of her predecessors.

Sinister Rumors

She had not ruled for long, however, when it became apparent that a dragon had taken up residence near Haven, in a great cavern, measureless to man. Alas, this was no ordinary dragon. Indeed, it was said to be as large as a castle, utterly evil, and endowed with a tail twice five miles long. Such sinister rumors grew, as sinister rumors always do, and by the time they'd reached the palace, they had the courtiers in a state of some excitement. After much frantic discussion, a conclusion was reached. Their ruler—the little girl—must be sent to deal with the dragon. Though she was still young, everyone believed her to be both wise and brave, and it was concluded that her age was of no significance. Thus, having no choice but to fulfill the duty assigned to her, the little girl set off for the dragon's cavern.

A Savage Place

The waning moon cast scarcely any light into the dismal cavern, and big wet drops fell onto the little girl's head as she made her way through the darkness, nervously clutching her wand. Though she quivered with fear, she knew that she had little choice but to push on. She was the ruler of Haven, after all, and rulers must show courage, however frightened they may be.

Having pushed deep into the cavern, the girl finally encountered the dragon. It was not as big as she'd feared, but it would still have ordinarily been more than a match for a little girl like her. The dragon, however, was injured. One of his wings was broken, and he was unable to fly. Indeed, he had no way at all of avoiding the little girl's spells. It seemed the tables had turned in her favor. Just then, the dragon turned to her, and said,

"You came alone? I suppose you knew I was injured. I shall surely perish soon. All you need do is wait, and your duty shall be fulfilled."

But the little girl took out her wand and proceeded to draw a rune. The spell she cast began to heal the dragon's wounds. Being so young, it took a long time for the healing magic to work, but her concentration never wavered.

"Heal me, and I could come after you, and eat you. Are you sure about what you're doing?"

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The little girl thought for a moment, before replying politely,

"I should not like to be eaten, yet I do not see why you should die. Perhaps we could reach an agreement instead? I will heal your wing if you swear to spare this kingdom."

The dragon made no reply, and simply gazed at the girl with flashing eyes. Once his wing had been fully healed, the dragon picked up the little girl and, placing her on his broad back, strode out of the cavern. Then, flexing his newly healed wing, he carried the girl to the summit of a tall mountain. As the dragon reached the top of the mountain, it seemed to grow in front of the girl's eyes. At last it began to resemble the castle-sized dragon that the courtiers of Haven had mentioned. Indeed, it began to look as though it could eat a castle thrice over.

"This is my true self," declared the dragon. "Now, you may be weak, but you are both courageous and kind. My original intent was to eat every one of your subjects, but I have decided to honor our bargain, and spare this kingdom."

The dragon's kind words touched the little girl deeply, and the two of them became great friends. Then, the dragon shrank back to his smaller size and put the girl on his back again, and together they made for Haven. When they reached the city, however, the dragon grew big once more. When the little girl explained what had happened to her courtiers, they realized not only that she was wise and brave, but that she was also very kind. From that moment on, she was no longer referred to as the "little girl." She had become the "Queen of the Heavens." She never forgot her dragon friend, and they spoke together often until the end of their days.



Two shepherds, who were father and son, worked together in the fields. The Father looked after the sheep from morning till night, constantly patrolling the pasture and looking out for wolves. The Son, however, spent every day at leisure, staring into the distance and not lifting a finger to help his Father.

One day, the Father turned to his Son and said with regret,

"I am getting old, and shall soon be retiring. Though you are my only son, it has become clear to me that you have no enthusiasm for shepherding. I am starting to think that I should be better entrusting my flock to someone else."

The Son was quite shocked, for the flock was his only livelihood, and resolved to start assisting his Father in the fields—chasing sheep, tending the grass, and so on. Alas, he soon grew tired of such tasks. At a loss as to what to do, the Son supposed he should pay a visit to Old Father Oak, an ancient tree in the Northern Forest possessed of infinite wisdom on all matters.

"O Old Father Oak, is there not some manner of fruit that I can swallow to excite my enthusiasm?" the Son asked in vexation.

"I am afraid that such things do not exist," replied Old Father Oak. "There is, however, a fountain hidden deep within a nearby forest. Drinking of its water provides a goodly dose of energy."

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The Fountain

The son traveled in the direction indicated by Old Father Oak until he came to the fountain and tested its cool surface with his hand.

"I shall take some of this water home with me." he thought, before realizing that he had no vessel in which to carry it.

"Alas, I must return home empty-handed..." he lamented.

The Son was about to go back to fetch a jug when he decided to sample a mouthful of the fountain's water. Sure enough, he immediately felt the great surge of energy that Old Father Oak had predicted, and used his ax to chop down a nearby tree, carving it into a pitcher that was almost as big as himself.

Once the pitcher was finished, the Son filled it with water from the fountain and made for home. The vessel was very heavy, and the journey was a long one. He nearly gave up on several occasions, but every time he felt like abandoning his journey, he would stop by the wayside to take another gulp of water from the pitcher; and eventually he arrived back home.

"I have water enough here to last a lifetime," the Son thought with a sigh of relief. He was very weary, and he fell into bed to sleep soundly till morning.

The Pitcher

The son awoke from his slumber, and resolved to take another drink of water from the pitcher.

"O! How full of life I am!" he exclaimed happily, and set about his duties at double the usual speed. As he did so, he resolved that no one else must be allowed to drink the precious water in the pitcher.

In the days that followed, the Son spent much of his time ensuring that no one went near his pitcher—yet he took care to attend to his chores while he did so, knowing that his father would otherwise be angry. Whenever a Villager approached the pitcher for a drink of water, the Son would interrupt his own labors and offer a cup of different water, thus preventing any of the water in his pitcher from going to waste. He was also reluctant to waste the water from the fountain on himself; and so worked hard every day without touching it.

Then, one very hot day, after the Son had been hard at work in the fields, he realized that a terrible thing had happened...



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The Water

The water had evaporated in the searing heat of the sun. When the Son realized that the water upon which his future depended had disappeared, he was overcome with despair and collapsed upon the grass.

The sight of the Son lying prone excited the Villagers' concern; and they rushed to see if he was all right, for the Son had a gained reputation in the village for being kind and hardworking, on account of all the cups of water he was wont to provide thirsty Villagers.

Some of the Villagers gave the Son a drink of water as he lay there, and he was amazed at how delicious it tasted. It was the freshest, cleanest water he'd ever drank; and, what's more, it gave him the same surge of energy that the water from the fountain had done.

His Father stood next to him and said kindly,

"No water on earth can compare to the first water you drink after sweating all day. Why, I should think it is a fair sight better than the water from that fountain," for the Father knew that his Son had visited the fountain.

The Son rose to his feet and smiled back at his Father.

"You are right, Father. It truly is better by far."

Hard toil brings its own rewards.



A long time ago, there was a renowned explorer and wizard. He travelled the world helping solve people's riddles and requests. Though most details of his travels have been lost to the vagaries of time, three of his drawings remain. Those three drawings are rumored to show where the wizard king's three treasured Arcane Stones are hidden.

Each picture is accompanied by a mysterious message, and though many adventurers and wizards have searched for the Arcane Stones throughout history, to this day none have ever been found...

You will find replicas of those famous drawings on the following pages.

The Coconanda Pearls

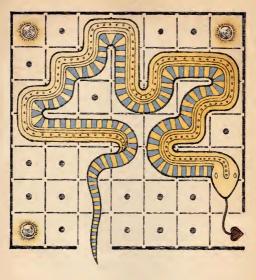
Though their civilization is no more, there was once a thriving empire located on the Northwest coast of the continent of Mediirus called Coconanda. They were famous for their abundant minerals, and the world's wealthiest people often acquired their jewels, crystals, and metals from the mines in Coconanda. Due to the tall mountains and cliffs that separate Coconanda from places like the Catnap Kingdom and Babanacia, it was able to flourish without interference.

A long time ago, there were many wealthy merchants and shop owners in the capital of Coconanda. The drawing to the right shows the beautiful jewelry box that one such merchant gave to his beloved wife. You can see a large string of the famous Coconanda Pearls laid carefully over the edge of the box. However, many scholars have also noticed the other mysterious necklace laid inside the box. It has a similar shape to maps of the Coconanda Cavern, and many suspect there may be a secret hidden in the drawing, perhaps showing the way to one of the Mage King's lost Areane Stones.

These words were found inscribed on the back of the drawing:

While standing, eyes fixed upon the red door,
I heard these words upon the whispers of the wind,
"What you search is found at the red flag"
and then when I came upon a skull-white waterfall,
I heard the water murmur to me
"Do not dare step over a cross made of bones,
for it will inflict upon you a deep forgetfulness"





The serpent swallows frogs whole, and then they travel from the serpent's mouth down to its tail.

A clever person with a unique flavor could instead travel from the tail to the mouth to escape.

Those who seek out the glowing orbs will discover great things, and clever creatures will be able to use the serpent's path to return to their mission after finding such treasures.

The Nachelnacht Serpent

There is a famous old tale that speaks of the Nachelnacht serpent. The serpent placed a curse on a Prince and Princess who were very much in love. The tale tells of how the curse separated them, and of the sadness that this caused. The Prince pursued the serpent into a temple's labyrinthine depths.

In the labyrinth, he found himself in what appeared to be a small square room. The room seemed to be connected to its neighbour through a strange moving system of pillars, and he was not able to move freely through the maze. No matter how he moved, or which way he went, it seemed like the maze changed in two different ways:

- · The door through which he entered a room would always close behind him.
- There were some doors exiting the room that would be closed, and others that would be opened.

The drawing you see at the left is one of the Mage King's famed images, suspected to contain a hidden detail to help adventurers find one of the lost Arcane Stones. In this case, the image was often accompanied by the children's song shown in blue below the image.

The Glacier That Burned

Long after the famous explorer had passed away, an extensive number of his things were sold off to his followers. The three pages of drawings, faithfully reproduced here, were found in a box known as the Vault of the Arcane Stones, but the stones were not to be found inside. The following lines were discovered at the bottom of a detailed map drawn in blue ink:

Flame reveals all truths.

The owner of the box long puzzled over the meaning of those words, and one day was struck with inspiration. He took the map, and held it close the fire in his hearth. He watched in amazement as the heat of the fire brought forth an interesting pattern of scorch marks on the page. The map showed a path in a burnt brown color, as well as some darker colored symbols. He also saw the following words on the map:

Glaciers are vast places; their depths thick with darkness.

You will find arrows to guide you on your journey.

You will find blessings in the brightness of stars.

Upon reading that, the owner of the box sharply drew his breath in surprise. He thought about the inscription, and the map that had shown such changes to him under influence of fire. It was then that he knew... that he had no idea what it all meant.





In a certain kingdom, there once lived four brothers. Though their parents had both died, and they had grown up poor, the brothers had become famous and highly regarded.

The first brother was very strong. Once, when the kingdom was in need of a new lake, he had lifted a stone bigger than three dragons out of the ground, creating a great hollow. He then carried the stone to the top of the tallest mountain in the land, lest it prove an eyesore to anyone. The King could not contain his delight as he watched the hollow slowly filling with water.

The second brother was the greatest artist in the land. He went to the top of the mountain, and carved wonderful sculptures from the stone that his brother had carried there, and offered them to the King, who was rendered speechless for the first time in his life by their beauty.

The third brother was known as a master craftsman. He took the sculptures that his brother had made and erected sturdy walls between them, creating a mighty castle. He even used the remaining pieces of stone to build a working clock. The King was amazed at how it always told the correct time, despite being made of stone.

The King now had a new castle that he believed was the most beautiful, the best defended, and the most convenient in the wide world. The brothers were delighted, and became full of confidence, for each of them believed that he was the greatest man alive.

"I am the one the King should thank for having such a wonderful castle. After all, I am the one who carried that stone all the way up the mountain. Thou mayest have carved the stones, and thou mayest have bound them together, but had I not brought the stone up here in the first place, nothing of that could have been done," said the first brother.

"Ha! But the King would not have looked twice at the castle had I not carved those sculptures so beautifully!" retorted the second brother.

"And yet it was I who took thy sculptures and made them into a castle. What use hath a king for sculptures, pray tell, beautiful though they may be?"



After some time, these discussions became so fractious that the three brothers resolved to live apart, on the eastern, western, and southern edges of kingdom.

The youngest brother of the four was unlike his three older brothers. He excelled at nothing, and was weak and clumsy. Though his older brothers would mock him constantly, the youngest brother was a docile sort, and did not pay much heed to such insults. He was, however, worried about his brothers living apart, and he resolved to pay each of them a separate visit.



A Thick Fog



A short while later, disaster befell the kingdom. A thick fog covered the entire land, blocking all sunlight for one hundred days. Crops would not grow, and people became unwell, and yet the very worst of it was that the fog put an end to all music, for it simply could not be heard through the heavy brume. The whole kingdom adopted a silent, funereal air, and still the source of the fog remained a mystery.

One night, as the King slept fitfully, he had a strange dream. In it, someone was telling him that the only way to clear the fog was to play a certain flute—the most beauteous flute in the world. Upon waking, the King immediately summoned the three brothers who had built his castle and commanded them to build such a flute. Since the three brothers no longer spoke to one another, however, they would not cooperate, and each went off to carve his own. "I am the only one capable of making a flute fit for a king," said one brother. "It is simply too great a feat for the two of you."

"Ha! Thou mightest better say that of thine own self!" countered the second. "My flute will be the finest, as thou shalt soon see."

"Boast if you will!" scoffed the third. "All men know that mine will be the best!"

And so the arguments continued.

After some time, all three brothers finished making their flutes, and went to present them to the King and his subjects. All the kingdom gathered on the shores of the lake that had been created by the first brother, anxious for the presentation to begin. The first brother picked up his flute, which was very big and made of stone, and blew. Try as he might, however, the flute would not produce a sound. The King soon turned his attention to the second brother. His flute was a beautiful, delicate instrument made of clay, but when he blew it, it too produced no sound. The King was now becoming rather agitated, and hastily commanded the third brother to blow his flute. It was made of a single bone, with holes drilled in the appropriate places, and yet it too could produce not a single note. The King was furious, and banished the brothers from his sight.

The World's Greatest Flute

Several days later, the King awoke to hear the song of the flute that he had dreamed about. It was a beautiful sound, one that cleansed the heart and brought tears to the eyes of royals, ministers, soldiers, ploughmen, and even the baker's cat, whom many had thought deaf. As the flute played on, the thick fog that had plagued the kingdom began to clear.

The King was naturally delighted, and started searching for the source of this blissful sound. Trusting to the evidence of his ears, the King came at last to the house of the fourth brother. There he found him and his three brothers sitting together, with tears in their eyes.

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The King began to extend his warmest gratitude to the youngest brother, but was politely interrupted,

"Alas, this flute was not my work. My three brothers built it."

And he proceeded to explain all that had come to pass.

The youngest brother had been visiting his three brothers every day, hoping to persuade them to work together as before, but his brothers were stubborn, and would not listen. After some time traveling hither and thither, from south to east to west and back again, all the youngest brother's efforts got the better of him, and he collapsed in a heap. When his three elder bothers heard what had happened, they all felt sorry for their youngest sibling, and went to visit him as he recovered.

The eldest brother visited him first.

"Is there aught I can do for you?" he asked.

"Indeed there is, hie thee to the forest, and cut down the tallest tree thou findest there. Chop it then into small pieces and bring them here to me."

Thinking that his brother wanted firewood to keep him warm under the thick fog, the first brother agreed to do as he was asked.

"Very well, younger brother," he said, "I shall start cutting right away."

"Thank you," the youngest brother replied from his bed, and before long the first brother came back, a smile on his face and a pile of loss under his arm.

The next day, the second brother came to visit his youngest sibling.

"Is there aught I can do for you?" he asked, upon which the youngest brother brought out one of the logs that the first brother had cut for him.

"Indeed there is. Carve of this wood something beautiful for me. Perhaps a pipe?"

Thinking that his brother wanted on ornament in his room to make him feel better,

the second brother agreed without the slightest hesitation.

"Very well, younger brother," he said, "I shall start carving right away."

"Thank you," the youngest brother replied from his bed, and before long the first brother came back, a beautiful wooden pipe under his arm.

The next day, the third brother came to visit his youngest sibling.

"Is there aught I can do for you?" he asked, upon which the youngest brother brought out the pipe that his second brother had carved.

"Indeed there is. Wouldst thou be so good as to drill some holes into this pipe for me?"
Thinking that his brother wanted something to entertain himself while he was ill, the
third brother gladly agreed.



"Thank you," said the youngest brother from his bed when his older brother had returned with the finished pipe, "but I actually have one more request."

"Of course, younger brother. What is it?"

"Call our two brothers, and tell them to come here."

Though the third brother hated his older brothers, he could scarce refuse his ailing sibling's request, so piteous did he seem, and he agreed to go and fetch them.

Despite all being gathered beneath the same roof, the three brothers would not look at each other, much less speak.

Then, in the midst of the silence, the youngest brother pulled out the flute they had made and lifted it to his lips.

As soon as he began to play, the three brothers began to weep, realizing how foolish they had been. As they listened to the sound of the flute, they recalled the past that they had shared: their humble home; their parents who had loved them so; the days when they had supported each other and helped each other before they won fame.

The four brothers continued to weep as they realized that each was only truly special when he worked with the others—all four of them, indeed, for it was only the youngest brother who could produce a pure note from their flute. The tears they wept were the most beautiful tears the world had ever seen, for they were tears of love.

After the King had finished listening to the youngest brother's story, he decided to give all four brothers a special medal. From that day onwards, the brothers agreed to always work together, and they all lived happily ever after.

Thirteen Tales of Wonder



The Dreamer

There once was a boy who spent every day in a daze, dreaming of soaring through the skies.

As a young child, he was always asking wizards to make him float for a few moments—a delightful experience!—but he himself was no good at magic. Since he also hated lessons of all kinds, there really was no hope of him becoming a wizard, but still he dreamed of being able to fly. Nothing could make him give up on his dreams!

One day, the boy took a journey to another world. There was a tunnel that connected the two worlds in those days, you see, and people were able to travel between them quite easily.

Now, the boy knew that there was no such thing as magic in the other world, meaning that no one there was able to fly. He had, however, heard rumors about a painter who

lived there who also dreamed of taking to the skies, just like he did-

As soon as he arrived in the other world, the boy headed straight for this painter's house—but when he got there, there was no one home! Feeling rather bold, the boy decided to take a look around for himself. The first thing he saw upon entering the painter's house was a magnificent sketch, a drawing of a strange machine that was attached to something that spun around very quickly.

There was no doubt about it-this was a machine that could fly!

"What a shame," thought that boy, "that in my world, magic is so common that no one bothers inventing things like this!"

Flushed with excitement, the boy took a tracing of the painter's sketch, and took it with him back to his own world.

After working hard for several years, the boy finished building the machine in the sketch, and for the first time ever, he was able to fly!

"Why, this is the happiest moment of my life!" thought the boy with a big grin. Even though it was only for a few seconds at a time, he was finally able to live his dream.

The Sage and the Young Wizard

A short while after he had finished building the painter's flying machine, a sage visited the boy, and spoke to him very grandly,

"You must dispose of all knowledge gleaned from that other world."

The boy was shocked.

"But why!?" he asked. "This machine lets me soar through the skies! It's what I've always wanted!"

"Using a machine to achieve something that should only be achieved using magic is akin to poisoning this world."

"Poison!? Why is it like poison?"

"Magic may only be used by those who possess a pure heart and who have undergone the proper training. Wizards borrow some of nature's power and use it to humans' benefit. Only those with a pure heart, one uncorrupted by evil, are able to do this.



Using machines to triumph over nature is not the behavior of the pure-hearted."

Now, what the sage meant was that anyone could use a machine to manipulate nature—even the untrained and the evil. Machines gave ordinary humans powers that only gods and wizards should have.

Though it hurt to admit it, the boy knew that what the sage had said was true, and very reluctantly handed over his tracing of the painter's sketch. As he did so, however, a young wizard who had been watching them interjected,

"Esteemed Sage, wasn't magic originally intended to make our lives easier? If machines achieve the same effect, why shouldn't we use them?"

"Because machines can be used by the wrong people, for the wrong reasons," replied the sage impatiently.

But the young wizard was undeterred.

"I have been to the other world, and I know how things work there. They have people called 'scientists'—they are the ones who make the machines—and they work miracles! They are capable of mixing iron with other rare metals to create things called 'alloys' which are strong enough to plough even the rockiest of soil. You cannot deny that farmers' lives are much easier as a result!"

"Surely you do not believe that all 'scientists' seek to improve people's lives?" the

sage snapped back. "Do you not think, perhaps, that some of them wish to use their machines to control people—to bend them to their will?"

The young wizard was speechless for a moment, but he soon found his tongue again.

"Couldn't the same be said for magic? Aren't there some people who seek to use magic to increase their own influence?"

The boy tried listening to the conversation between the sage and the young wizard, but they used a lot of difficult words and he had trouble following it. All he wanted to do, after all, was fly.

A Dream Come True!

In the years that followed, more and more people made visits to the other world. They would become increasingly surprised and impressed by the machines they saw there, and would rush back to their own world to tell people all about them.

The sages realized that something must be done, because technology from the other world was threatening to ruin the balance of their own. They decided to seal the tunnel to the other world, to ensure that the place of magic within society was never threatened again.

Now, visiting the other world was not completely forbidden—why, powerful wizards could still cast the spell known as "Gate" and travel to the other world any time they pleased!

When the boy, who was a young man by now, heard about what the sages had done, he was terribly disappointed.

"Dash it all!" he thought. "Now I'll never be able to visit the other world again!"

And yet he still dreamed of flying—if anything, he dreamed of it more than ever!

Having thought about it every day for a long time, he eventually had an idea.

"What if I build a flying machine that's powered by magic? Surely the sages couldn't object to that! I shall make it magical, but I shall jolly well build it and fly it as I like!"

Many months of hard work later, the young man's magical flying machine was complete. Its magical power had been provided by—yes, you guessed it!—the young wizard who'd had the argument with the sage all those years ago. Once the final touches had been applied, it was time for a test flight. The young man straddled his machine and took off into the sky. The machine's wings flapped gently as it glided through the air, and its magically enchanted engine allowed him to stay in the sky for several hours.

Mid-way through the test flight, he looked down. The sheep in the fields were as small as dormice, and he could see the waves of the sea in the distance glinting in the morning sun.

"I don't think anyone alive has ever felt happier!" thought the young man with glee. Indeed, he was too captivated by the scenery to spare a thought for the effect his new magical machine would have on the world.

Had he known what impact it would have, you can be sure he would not have been quite so elated!





The Northern Forest is a dense green forest, located in the northern part of the continent now known as Mediirus. Though there are some beautiful crystal-clear waterfalls and other sites of minor interest, travelers mainly flock to the Northern Forest on account of a great tree known as "Old Father Oak."

Princes and paupers alike have long visited this tree in the hope of gleaning some understanding from him, for Old Father Oak's great wisdom and benevolence have led men to consider him the "World's Elder"—though no such title officially exists.

The Young Tree's Journey

There was nothing unusual about the tree that became known as Old Father Oak when his first green shoots emerged from the ground, many centuries ago. The tree grew, as all trees grow, year on year, his branches reaching upwards in search of sunlight and his roots thrusting downwards in search of water.

One day, when he was still but a young sapling, he was dug up by a group of humans, and a large stone was placed beneath him, just below his roots. And he was then replanted on top of the stone, and the hole around him refilled with soil. And the humans recited an incantation, and drew a rune, and, when this ceremony was over, retreated from the forest.

Now, the presence of the stone made life difficult for the young tree—no matter how hard he tried to stretch his roots, the stone meant that they simply could not reach any further into the ground. After several days of trying, the tree was about to give up when, all of a sudden, the stone started speaking to him

"Tell me, what can you see from up there? Pray tell me what you can see? For I am no ordinary rock. One day I shall be a magical stone. A great and very important one."

The tree was very surprised to hear the stone talking to him so casually, and not a little vexed.

"And why should I tell you anything? You do nothing but get in the way of my roots."

The tree uttered these words much to his own surprise, for he had never been able to speak before.

And so the stone began explaining his situation to the tree. It appeared that in order for the stone to become a magic stone, he had to be placed beneath the roots of a tree, and enchanted in a special ceremony. And so, as the tree grew older and wiser, he would impart some of his wisdom onto the stone, and allow the stone's own magical power to develop. The tree's ability to talk was simply one of the things he had learned as he had grown, and the stone had learned this from the tree.

Armed with his newfound talent, the tree began talking to the birds and the fairies and the other forest creatures, and, upon hearing their tales of the outside world, developed an insatiable desire to travel—to leave the spot to which he was rooted. And so he began pulling at his roots, until cracks appeared in the ground. He kept pulling day after day, unable to stop or be stopped until,

eventually, the inevitable happened, and, with a great creaking sound, the tree wrenched himself and his short roots out of the ground altogether. It was at this moment that the young tree discovered that he knew how to walk, and so resolved to leave the Northern Forest immediately and make for pastures new.

The stone felt very sad to see his only friend in the world preparing to leave, and said, "Promise that you will come back and see me sometime, won't you, young tree? I

"Of course! I shall come back to see you, I promise."

should like nothing more than to hear all about your travels."

And so the tree set off on his journey. He felt sorry for the stone—who would now never become the magic stone he so wanted to be—but he knew that he had to follow his own dreams.

The young tree's journey allowed him to acquire great wisdom. Every time he encountered perils or monsters, he would simply stand stock still and pretend to be an ordinary tree. Should a predator come sniffing, the young tree would wait until it was very close before rustling his branches violently, giving the creature a terrible fright, and sending it scuttling away in fear.

The Promise to the Stone

The tree's journey continued, through storms and blizzards; into dank, black caves and across deep, blue oceans. On the way, he would sometimes meet other trees on journeys of their own. Most of the trees he encountered had also been chosen as locations for burying magical stones, and they too had left their stones behind and set out on their own adventures. He also encountered trees that were broken or withered, having become lost in the desert, or trapped in great snowfalls.

One day, several months into his journey, the young tree realized that it was becoming more and more difficult for him to move. No matter how much fresh water he drank, or how pleasant the sun felt upon his leaves, he was becoming slower and slower.

"This must be what happened to all those dead trees I saw," the tree thought. "And that's what's going to happen to me..."

Suddenly, the tree remembered the promise he had made to the stone back in the Northern Forest—his promise to return to the forest and tell the stone all about his travels. The young tree had not visited the stone once since that day. Indeed, he'd completely forgotten about him.

"I should go back," he thought. "I should return and speak to the stone, while I still have strength enough to move."

And so the tree set off home, back to the Northern Forest.

The tree's short roots were dragging behind him all the way, trying to get him to stop, but the tree ignored them, and eventually made his way back to the forest where he'd first sprouted from the ground. The sight of his old stone companion, however, gave him a real shock. Having failed to become magical, the stone had been mistaken for an ordinary rock, and most of him had been chipped off and earried away to make tools and



other objects. Only a tiny piece of him remained. Undeterred, the young tree proceeded to recount all his travel stories, and the little stone listened to every one in silent wonder.

What Happened Next...

When the tree had finished telling the stone the last of his tales, he thought to himself, "Now that I have fulfilled my promise to the stone, I shall not mind if I wither and die where I stand."

Curiously, however, the tree noticed that he was feeling far healthier than he had for a long while. It turned out that much as the stone's ability to talk had come from the tree, the tree's ability to walk had come from being near the stone. And as he spent more and more time away from the stone, the tree had started to lose this power. He now understood that the unfortunate dead trees he had seen on his travels had lost the power of movement on account of neglecting to visit their stone companions.

The tiny stone and the tree, who was no longer very young, formed a firm alliance, and became inseparable friends. Indeed, the tree placed the stone into a hollow in his trunk, allowing him to share all his knowledge and wisdom. The two would occasionally go on journeys together, acquiring even greater experience and wisdom, for it turns out that while the stone had not become magical during the tree's long absence, he had become incredibly knowledgeable.

As the years went by, the tree and the stone garmered great repute for their surpassing wisdom, becoming known as "Old Father Oak" and "The Telling Stone," respectively. Indeed, to this day, travelers still venture into the Northern Forest seeking advice from this most unlikely pairing of tree and stone.

And so ends this branch of the story of Old Father Oak and The Telling Stone.



An old traveler stood on a street corner, telling a crowd of people all about his adventures. The crowd enjoyed listening to his tales, and one of them asked him,

"What is the most incredible thing you have ever seen?"

The old traveler thought a while, and answered,

"Let me tell you about a notebook I found. I was traveling through some truly inhospitable terrain—a jungle so thick that no light passed through its canopy, located in the foothills of a steep mountain range. I was certain that I was the first human to set foot in the place—until I came upon a notebook. Imagine my surprise when I looked inside and saw that it was a young girl's journal. I became obsessed with it. I couldn't stop thinking about this little girl and what had happened to her. Listen to these entries. Did you ever hear of a tale so wondrous as hers?"



- "I wonder where you've gone... I've been looking for you all this time, but I can't find you anywhere..."
- "Passing through a village today, I heard some people talking about you... They described you a little differently from what I remember, but it was definitely you. They said you were heading north. So that is where I shall go, too."
- "I don't believe it. They say you've...thrown yourself into some kind of swamp—something called 'Corpse Lake'... Why would you do such a thing? What am I going to do now?"
 - "I finally found someone who could tell me about this 'Corpse Loke.'
 It doesn't sound good. It seems that those who gaze at the swamp are lured
 towards them by the 'evil spirits' who reside there. They prey on those who've
 been overcome by despair, and compel them to throw themselves in... Is that
 what happened to you...?"
 - ——"I finally understand. "The mystery of Corpse Lake... Well, I know what I have to do."
- "Last night, a traveling wixard told me that people in this world share a soul with a person in another world. These people are called soul mates.' According to him, soul mates' lives are intertwined, and affect each other. By throwing themselves into Corpse Lake, however, people can cut the bond that links them to their soul mates, allowing their hearts to be consumed by cril. Those who have done so are beyond redemption. Even releasing the evil from their hearts and reconnecting them to their soul mate does not bring back the person they once were.

He told me something else as well. Something important. I need some time to think about what to do next..."

"It is decided. I must become a wizard. It is the only way I can save you."

"It's been several years since I last wrote in this journal. I'm a Great Sage now, capable of breaching time itself. I've decided to go back and rescue the other you. I'm going to take good care of him, right from the very start. I know I'll never be able to return to this time, but I will not regret this. In the other world, I'll find the 'floating soul' to which you were once connected, and I will absorb it. That soul will then be reborn-as my own child,"

"I'm setting out on a journey, a long journey to acquire the 'life' that I need in order to save you. That is the least I can do for you, after what you did for me...

I believe that one day your soul will return, and that we'll meet again.

You saved me ...

You sacrificed everything for me...

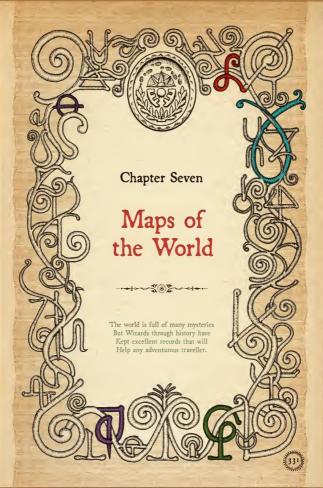
You gave your life so that I could live mine ...

You ...

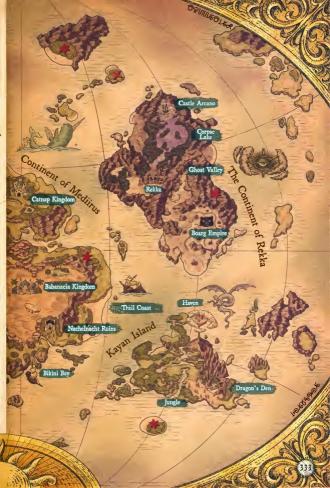
I must see you again..."

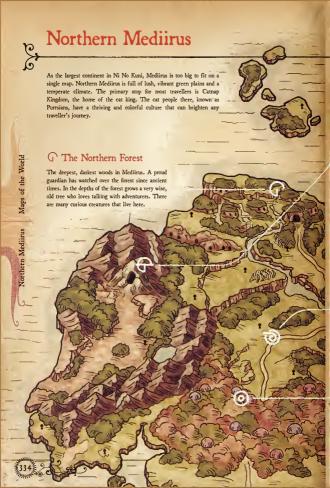
After the old traveler had finished reading the journal, the crowd that had assembled before him stood silent for a long while. Before any of them could think of what to say, the old traveler turned around and shuffled off to continue his wanderings. But just as he was about to leave the town, he looked back at his dumbstruck audience and addressed them once again.

"The notebook wasn't the only thing I found that day. There was a wand lying next to it. I think it must have been hers..."











Coconanda Cavern

The Coconanda civilization grew and thrived after a massive vein of ore was found there. The deep mine is all that is left of the once mighty Coconanda empire, and to this day adventurers report creepy sounds from the depths of the cavernous mine.

V The Catnap Kingdom

This country is ruled by a cat king, and is known for its abundance of trees and water features. This is the largest kingdom in Northern Mediirus. The Purrsian cat people and humans live here together in a slow, easy peace.

Basiluna Plains

Head south from the Northern Forest and you'll find wide open plains. Travellers need to be wary of the ferocious wild beasts that roam the area, however the beauty of the vast and plentiful plains is a sight that should not be missed.

Morel Forest

This forest is brimming with life, and is often referred to as The Harvest Forest. A mysterious spring lies at the center of the forest, and its powers are thought to be the source of the abundance found inside the forest.



The Tranquil City of the Cat King



Catnap Kingdom is situated in the middle of the lush Basiluna Plains that extend all the way to the Northern Forest. This part of the Mediirus enjoys constant warm weather, making the city a recommended destination for any visiting wizard.

Catnap Kingdom is home to a sizable population of cat-like people known as Pursian, and the city is famous for the harmonious atmosphere in which humans and Pursian coexist. Indeed, a cat king has sat on the Catnap Kingdom throne since time immemorial.

The mild climate means that the pace of life in Catnap Kingdom is slower than in some big cities. This makes it the perfect destination for the weary traveler who's looking to recover from a lengthy journey.



- Climate: Relatively warm all year round
- Local Delicacies: Bumbler Honey
- Character: Warmhearted but indecisive
- 9 Festivals: The Catnap Championship, The Tail Wrestling Tourney
- Local Sports: Tail Wrestling



His Meowjesty King Nyandal XI



Recent Developments in Catnap Kingdom

There are unsavory elements in even the most peaceful of societies, and in Catrup Kingdom, trouble comes in the form of mice. The city's battle against mice has raged for centuries, though in recent times, the Purriain have been able to assert their superiority. There are rumors, however, that a new clan of mitchievous mice are lurking somewhere in the city, waiting for the right moment to take revenge.





Souvenirs

Catnap Kingdom is known for producing some of the world's finest fabrics.

- Bumbler Honey
- ◆ Rustic Garb

Local Customs: Nose Touching

The Pursian greet each other in a rather curious manner. When two Pursian meet, they push their faces close together, until their noses touch. This is a sign of intimacy, and Pursian place a high value on physical contact between fisiends. Be aware that it is considered very bad form to flinch when touching noses, so try and remain composed, even if the whilders tickle.



A Popular Meeting Place: Royal Square

A large open square, located close to the royal palace. It is notable for the large statue in its midst—depicting King Nyandal I—and for the wide range of shops and other amenities that roround it. Very much the heart of the city, there is always something of interest taking place in Royal Square.



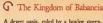
Southern Mediirus

The southern area of Mediirus is dominated by a huge desert, a sharp contrast to the verdant green to the north.

In the very heart of the desert lies an oasis, called the Kingdom of Babanacia. South of Babanacia is the port city of Bikini Bay, and to the west is Mount Dekarock.







A desert oasis, ruled by a bovine queen. Famous for its flavorsome babanas and milk fountains, the city invites visitors to sate their hunger and slake their thirst.

Trail Coast

The waters off of the coast of this area is also known as "The Ship's Graveyard" because ships seem to sink here in large numbers. Sailors occasionally report seeing a creature among the shipwrecks, though nothing has ever been confirmed.

Mount Dekarock

A mighty volcano, constantly bubbling with red-hot lava and utterly devoid of plant life. At certain points in history, Mount Dekarock has been prevented from erupting via the magical placement of a vast boulder in its crater.

The Nachelnacht Ruins

The ruins of a formerly prosperous city. Its labyrinthine stone passageways are still a sight to behold.

Bikini Bay

An adorable fishing village, known of the "Jewel of the Southern Seas". This is the birthplace of a unique kind of fishing vessel known as a "flying boat".

Me Temple of Trials

This glorious temple was erected by the ancient sages as a place for wizards to develop their skills. Only those who pass the rigorous tests held within can realistically aspire to one day becoming a sage.



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A Desert Oasis that Grows More Prosperous by the Day



There is no more impressive sight than that of the gleaming towers of The Kingdom of Babanacia rising out of the endless desert. Within its walls, bountiful babana trees and two creamy milk fountains await the weary traseler. First-time visitors to The Kingdom of Babanacia are struck by two things: the city's general magnificence, and its residents' commitment to equality. Indeed, The Kingdom of Babanacia is one of the only states in the world to have been ruled over a long succession of female sovereigns. That it is so prosperous can be no coincidence.



- (Climate: Hot and arid
- Local Delicacies: Babanas, Creamy Milk
- Character: Resilient, possibly due to the heat
- 9 Festivals: The Babana Harvest
- Local Sports: The Oasis Relay



Queen Cowla



9 The History of The Kingdom of Babanacia

The Kingdom of Babanacia was just a small desert oasis when a visiting sage decided to erect two milk fountains in its midst (in the area now occupied by the citys's central square). The creamy milk provided by the fountains allowed for the selective cultivation of plants, and the eventual development of the babana—a fruit now recognized as one of the three great foods of the world. The Kingdom of Babanacia therefore owes its current prosperity to the generosity of one sage and the hard work of countless babana farmers.



9 Recommended Delicacies

Made using local babanas, these delectable desserts can only be sampled within the walls of The Kingdom of Babanacia

Babana Parfait

♦ Chocolate Babana

Local Customs: Traditional Music

The inhabitants of The Kingdom of Babanacia are renowned for their love of music and dancing, and locals may well invite you to sing a song with them. Be sure to accept, as it is one of the best ways to get to know the people of this unique city-state.

A Popular Meeting Place: The Fountains of Milk

The Kingdom of Babanacia's central square plays host to the legendary milk fountains that are the source of the city's prosperity. The milk that flow therefrom is extremely creamy and absolutely delicious—not just a refreshing drink in its own right, but also a key ingredient in many tasty dishes.





Village of Maritime Merchants and Fearless Fishermen



Bikini Bay is part of the Babanacian Empire, and is known as the hub of the world's babana trade. It is also home to fishermen who use unique vessels known as flying boats. First-time visitors often find the hustle and bustle somewhat intimidating-to say nothing of the dress code!-but most end up not wanting to leave.



- 6) Climate: Hot and humid, but with a pleasant sea breeze
- Local Character: Rough and ready, but kindhearted
- Local Delicacies: Shocked Fish, Firefly Shrimp Local Sports: Flying boat racing



9 Street Merchants and Their Wares

The street peddlers of Bikini Bay are world-renowned. Their stalls are good places to find both unexpected treasures and utter tat-it is up to you to try and tell the difference.



Near the summit of Mount Dekarock lies an ancient structure known as the Temple of Trials. The temple, protected by a fearsome stone guardian, was built to provide tuition for would-be sages. Wizards fortunate

enough to train there must pass the Thials of Justice, Courage, Windom and Friendship, before facing a final, far more in the property of the courage wizards who are capable of overcoming the fourth test have the capacity to become sages.





Visitors to the Temple of Trials may be fortunate enough to be granted an audience with the Supreme Sage, a wizard believed to have resided in the temple since its construction. The Supreme Sage is known as the grand master of all things pertaining to familiars, and will impart his wisdom and advice to those he deems worthy. A visit to the Supreme Sage is imperative for any wizard who wishes to make an impression on the battlefeld.

The Temple of Trials

Teachings for Aspiring Wizards



Bordering an eerie stretch of water known as the "Ships" Graveyard," countless vessels have met their end off the Trail Coast. Against all reason, foolhardy sailors continue to flock there in search of sunken treasure, their ships invariably meeting with the same fate as their predecessors. A cruel cycle indeed. Though some survivors have reported seeing a strange light

just before their ships were dragged beneath the waves, no one has been able to discover its source, and sages agree that searching for it would be a regrettable waste of a wizard's time—and life.





Formerly the capital of a wealthy desert kingdom, this ruined city is now referred to as Nachelnacht Ruins. It is said that a woman's sobs can be heard coming from the vault every night, but no human has ever been seen inside. It



is possible that both these rumors and the name by which the ruins are now known were inspired by the statue of the weeping woman that can be seen in one of the city's temples.

Teachings for Aspiring Wizards



The Origins of Stone Culture

Most traveling wizards will already be familiar with the waystones that lie scattered around the kingdoms of the world. Waystones are great treasures, bequeathed to us by the ancients, and they are capable of recording our thoughts and memories as well as restoring body and mind. Indeed, they are an invaluable part of any wizard's journey.

The dawning of the "Age of Sages" was marked by the widespread use of stones in magic, to the extent that it is sometimes called the "Sageb, Stone Age," The wizards of the period worked to uncover the mysteries of stones, and used stone statues and tablets to store knowledge. Such was the importance of stones that special spells were developed in order to make their transportation easier, and a truly wondrous stone-based civilization emerged.

Early stone tablets, called "memory stones," could store thoughts and memories, while later, more advanced designs were able to move and talk of their own volition. These stones—some of which exist to this day—are unrivalled in their magical knowledge, but they are also deeply susceptible to flattery, and will gladly share their wisdom with any wizard who knows how to ask. Be sure to take every opportunity to learn from such stones.

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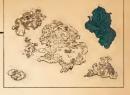
City Guardians

Most of the great cities of history were built from stone. Not only did this provide them with sturdy walls, it also conferred magical protection upon them. Indeed, there are many cities, towers, caves, and other locations that benefit from such protection. These locations are said to be guarded by "living stones."

Living stones continue to guard buildings long after humans have stopped using them, meaning that the world is full of melancholy living stones, stoically guarding long-abandoned cities.

The Continent of Rekka

Located to the east of Mediirus, the continent of Rekka's harsh terrain is broadly divided by Ghost Valley in the center of the continent. While there were once several civilizations calling this continent home, now all that remains is The Boarg Empire in the south.





Castle Arcano

A recently renamed castle, once the royal palace of a long-devastated kingdom.

Corpse Lake

A deeply unsettling place, full of human tragedy. The regrets of the dead are said to haunt the marshes surrounding the lake to this day.

Nekka

A small and mostly unknown village, where fables and rumors about the Savior are rife.

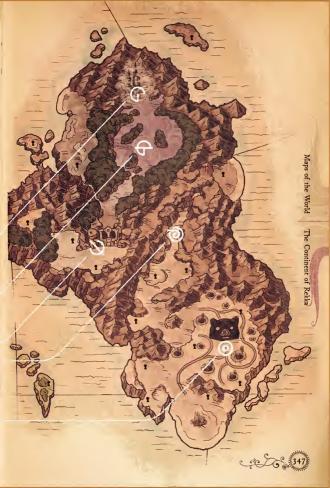
Ghost Valley

A dark and eerie valley filled with headstones said to belong to ancient priests. Ghost Valley is the only path between northern and southern parts of the continent of Rekka.

The Boarg Empire

The Boarg Empire consists of one giant imperial city that has been a cradle of scientific and magical research for generations. It is located in the south of the continent, not far from the coast.







Seat of Scientific and Magical Learning



The Boarg Empire is the largest city in Rekka and the capital of what is often called the "Pig Iron Empire." It is a popular destination for the less magically minded, as its modern ficilities make it an easy place for non-wizards to live. The city is continuously being improved, with the latest development being a system of tracks that allow whole buildings to be moved around via the power of steam. The main complaint voiced by visitors to The Boarg Empire is that all the industry and machinery produces a thick amog that sits heavily in the lungs.



- O City: The Boarg Empire
- Climate: Breezy and chilly, being situated on a high plateau
- Local Delicacies: Black Truffles
- Character: Inquisitive and energetic, but rather cold and indifferent at first
- 9 Festivals: The Royal Procession
- Local Sports: Competitive truffling

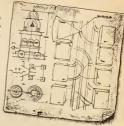


The Emperor of The Boarg Empire



The Common March of Progress

The citizens of The Boarg Empire are united both by their inquisitive natures and their desire to support and protect their empire. As a result, large-scale magi scientific military projects are quite normal. Such projects are always kept top-secret, of course, but rumors suggest that The Boarg Empire's latest development, the Porco Grosso tank, is several leagues ahead of any weapon in the other nations' respective arsenals.



9 Local Delicacies

◆ Black Truffles

This extremely rare variety of edible fungus has a wonderful aroma, and is said to be served to the Emperor as an accompaniment to every meal.

The Boarg Empire at its Best: The Royal Procession

This procession is a traditional event that sees the Emperor make his way through the streets of The Boarg Empire, It is also an opportunity for the Empire to show off its very latest technological advances.

Symbols of The Boarg Empire: The Pig

Scant reward for all the pigs' labors.

Surprising as it may seem to those who've visited modernday The Boarg Empire, the city was once known for largescale pig rearing. Indeed, pigs could be credited for The Boarg Empire's present prosperity, having been responsible for rooting out the black truffles which account for the Empire's wealth. Interestingly, "Boarg Pig" is now a term of abuse applied to those who fixate upon work to the detriment of their appearance.

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While Mediirus and Rekka are the two largest continents, there are plenty of smaller islands that the curious traveller would do well to visit. Here are just a few of the more prominent islands.



Maps of the World

Other Islands



Glacia is a collection of islands located northwest of Mediirus. The climate is extremely cold, and the ground is covered in ice and snow all year round. Be sure to wrap up in warm clothing if you plan a visit here.

Glacier Grotto

A cave located in the northern reaches of the largest island in Glacia. Some say it is so labyrinthine that no one who has entered has ever come out.



Located in the southern part of the largest island, Eisburg is the only inhabited settlement in Glacial. Be sure to visit in the summer, since it gets so coil in winter that few people leave the house for anything other than the necessities of life.



their Goddess is rumored to live in the floating city of Haven that overlooks the island.

@ Haven

In the south of the island lies the village of Jungle. The people here live in the treetops, and live off of the land.

Floating high above the island, and nestled in the clouds, is the fabled city of Haven. A woman that is revered as a Goddess by the people of Jungle lives

- Caraway Island >

To the east of Mediirus lies a resort island, where people from all of Ni No Kuni go to chase away their cares. The island is known for a giant fireworks festival and a casino, as well as a battle stadium where Imagen trainers can prove their worth.

O Del Mokahl

The glowing city of Del Mokahl offers distractions and entertainment for all, with the casino being the main attraction.



The Casino City that Never Sleeps



Del Mokahl lies in the north of Caraway Island. It is known as The City that Never Sleeps thanks to a large, prominent casino and a love of fireworks. The annual fireworks festival brings travellers from all over the world, and a famous fireworks designer - a pyrotechnician - lives there.



- Climate: Year-round warmth
- Local Delicacies: Hearty Clam
- Local Character: Open-minded and boisterous
- 6) Festivals: Del Mokahl Fireworks Festival



O Casino

A gambler's paradise, with Blackjack, Slots, The Generals, and a Cloudsweeper battle to enjoy. While the games are fun, people are advised to spend within their limits. A fantastic city filled with fun, few leave without a smile on their faces.



A Tiny Tundra Town of Ice and Snow



Eliburg is located in the southern part of the largest of the Glacia islands. Though it is often unspeakably cold, the town is also known as the best place from which to view the a aurora. Visitors to Elisburg often remark upon its thick wall, which is designed to keep out both monsters and the worst of the cold.



- Climate: Permanently cold and snowy
- Local Delicacies: Ice Stew
- Local Character: Cold at first, but very warmhearted
- Festivals: The Snowman Gala



The Elder of Eisburg

9 The Glacier Grotto

The legend in Eisburg is that this curious cave lets you take a glimpse into the past. Its complex layout makes it a popular destination for wizards-in-training, but they are often left disoriented by the eerie voices that can be heard within.





A Village in the Treetops



The village of Jungle is situated in the south of Kayan Island. The hot, humid climate makes the area overflowing with Imagen, which is

why the people live in the trees. The people here revere their Goddess, who lives in the floating city of Haven, nearby.



- Climate: An annual monsoon season
- Local Delicacies: Durian

- Local Character: Deeply superstitious, but kind
 - 9 Festivals: The Goddess Festival



9 Jungle and Haven

The people of Jungle hold the city of Haven in highest regard. While they do not have the tools to reach the city, the people of Jungle consider the leader of Haven to be their Goddess.





A Floating City in the Sky



Haven is a city that floats in the sky due to long-forgotten magical processes. The floating city hovers over Kayan Island, and the

Goddess that runs the city is known for her fearsome powers.



- Local Delicacies: Cotton Candy
- Local Character: Not a talkative people
- Festivals: Cloudsweeper Races



Haven's Goddess

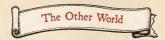
9 Dragon's Den

In the southeastern corner of Kayan Island lies a den where dragons may still live. The area is forbidden to all who obey Haven's Goddess, as she is rumoured to keep live dragons there.

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Maps of the World

Teachings for Aspiring Wizards



Another World About Which Little Is Known

The world you see before you is not the only world in existence. There is at least one more, but since only wizards who have mastreed the "Gate" spell are able to visit it, not many people have ever been there. Some lucky individuals have somehow managed to visit without performing magic, however, and have even returned to tell the tale.

All of these people talk of the strange things they've seen—the clothes in particular. One person even brought back a pair of spectacles that were pitch black! No one has yet ascertained what purpose they are supposed to serve.

Others claim to have witnessed young men applying a strange gelatinous substance to their hair, making their heads look somewhat similar to the posterior of a creature of the aves genus.

A few apparently used the same substance to make their hair stand on end, as though they had been struck by a bolt of lightning. These stylings would appear to serve no practical purpose, though many

purpose, though many visitors observed that coiffured men enjoyed more attention from their female counterparts.

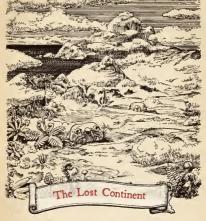
Some have also reported seeing people who look exactly

like themselves. About twenty years ago, the governor of Bikini Bay wrote in his travel

journal that he'd seen an enormous stake in the other world, puffing clouds of smoke and running along a strange metal path. Still more disconcerting was the fact that the snake seemed to have swallowed a bellyful of people, one of whom looked exactly like the governor. The governor naturally assumed he was haltheristing and concluded that he must be ill—though he was in

fact entirely healthy, and is still going strong to this day.





Somewhere in the world, there is said to be an inaccessible landmass, one that is shrouded in a deep fog and thick cloud. Legends claim that this land was once home to a highly prosperous civilization, though such rumors have never been confirmed.

No one actually knows how to get to the place, though some claim that the fog clears for one day a year, allowing one to sail towards it. Others say that the Eye of the Storm will sometimes cast hapless sailors upon its shores. It must be emphasized, however, that these are only rumors. Curious wizards should use their initiative and think of their own methods of clearing away the fog, rather than relying on secondhand hearnay.

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NOTICE

THIS FREE FAN TRANSLATION OF THE MAGIC MASTER IS REQUIRED TO PLAY THE FAN TRANSLATION OF NI NO KUNI: THE JET-BLACK MAGE. YOU WILL NEED THIS BOOK TO MAKE PROGRESS IN THE MAIN STORY OF THE GAME, ESPECIALLY THE CHAPTER WITH SPELLS, THE CHAPTER WITH MAPS, AND THE ASTRAM ALPHABET PAGES.





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This list of important mages in the history of this fan translation illustrates the massive scope of the project. While very few team members were able to help for the entire duration of the project, every contributor helped to keep the project momentum rolling. People from 12 time zones around the world, with a large number of native tongues, a huge variety of talents, and an immense love for this game helped to make this patch and the accompanying Magic Master book a reality. Please note that we have left the original game developer's credits in Japanese in the game to avoid name transliteration issues.



+1∞>+X ENGLISH FAN TRANSLATION CREDITS X++∞>+



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Project Planning and Recruitment anjiera



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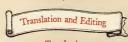


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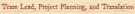
Zero-NordStorm

CoralDancer ghanmi KinHizashi mlpanda13 RavingRbd Technatorium





This game is unique in that it requires a companion book to be able to play the game to completion. The original Japanese game ships with a beautiful, physical book that acts as a player reference for the game, and for many riddles and puzzles throughout the game. Note that some content was able to be re-used from an English PDF version of the in-game PS3 Wizard's Companion book.



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Photoshop Lead Photoshop Team Members

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PSD Files and High Res Scans Additional scans Proofreading anjiera Zkarts

Jefelin anjiera



We are all immensely grateful to Levels, Studio Ghibli, and Nintendo for creating such a lovely game and companion book. We strongly encourage all players to purchase a copy of the original Japanese game to support the creators. The physical Magic Master book is truly gorgeous, and we believe that the book, alone, is worth the price of the game for fans of the Ni No Kuni franchise, even for those who don't understand Japanese.

We would also like to thank the pioneering Spanish translation team, who were the first ones to reverse-engineer and patch this game. Specifically, pleonex and Jefelin who helped us with many parts of the project. They spent the time to understand the nuances of the game and of the patching and graphics import procedures, and shared all of their knowledge with us. Their generosity saved us countless hours of struggle and frustration, and without them we would not have been able to pull this project off.

While working on this project we have watched many Let's Play videos of the game for context, and have referenced both English and Japanese wiki pages and walkthroughs to understand some of the more obscure riddles. We appreciate all of the other people who have posted information online about this game, though there are far too many to fully credit here.

Finally, we would also like to sincerely thank our friends and families for supporting us over the 6 years that this project was commandeering our free time. They are going to see a whole lot more of us now that this is finished.



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Astram Alphabet



Working with the Astram Language

The Astram Alphabet was popularized by the ancient Astram people at the height of their civilization. The writing style was favored by many wizards during the Wizard's War, and it is still used today by wizards who want to pass secret messages to each other. To translate a word written in Astram, substitute each Astram letter for a letter from our modern alphabet, as shown below.





Sounds of the Dream World

Some wizards have the fortune to travel to what is known as The Dream World during their sleep. Arriving in The Dream World can come as a shock, mostly due to the strange Riddle Rabbit that seems to live there. While the normal Astram alphabet is used in the real world, the Riddle Rabbit has his own variant of Astram rumoured to be made up of sounds and symbols long forgotten by the human tongue. If ever you encounter the Riddle Rabbit, you may need these additional symbols to understand both him and his world.



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Keep this book ever at your side, Wizard,
and you shall one day be called a sage.

Permit us to leave you with a poem—a prophecy.

Heed it, and repeat not the mistakes of the past.

High above the clouds, the child of white light Casts the world once more into darkest night

The path unto the dawn was never fair

It is one fraught with suff'ring and despair
Well knoweth she of both their power
Entombed there in her iv'ry tower

Though full many have sought to breach her keep

Its walls are too high, its myst'ries too deep

Hope springeth yet amidst the flowers When you find them, you will find her bower Each time you fear that you have lost your way Hark unto the child, mark what she would say

"To your own self be true. All rests upon you."



